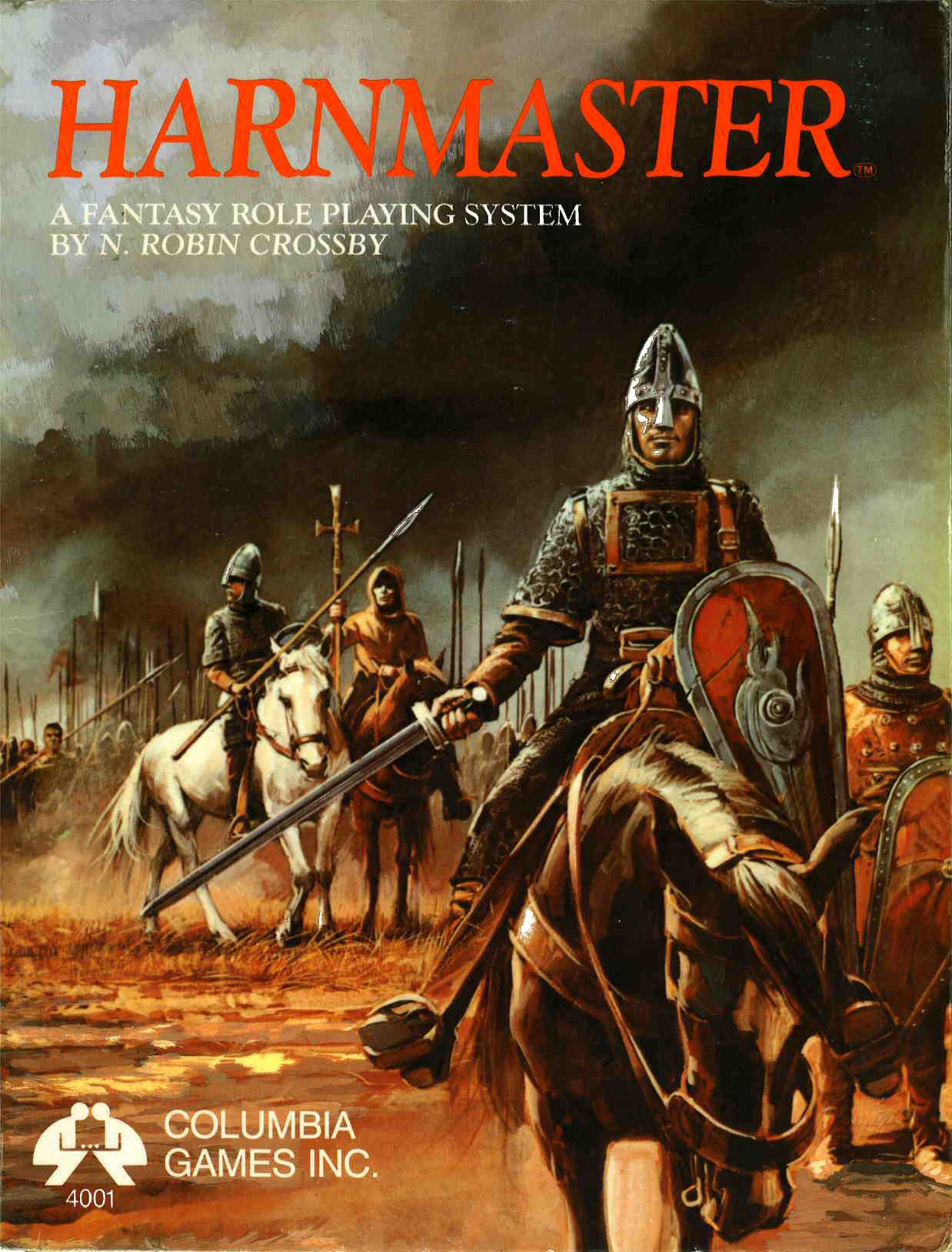
HARNMASTER™

A FANTASY ROLE PLAYING SYSTEM
BY *N. ROBIN CROSSBY*



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4001

HARNMASTER™

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ENCYCLOPEDIA HARNICA

ENCYCLOPEDIA HARNICA
Listed below are publications dealing with the World of Harn. Most of these have already been published. Some are planned for the near future and their anticipated release dates are given.

While Harnmaster rules are compatible with most fantasy worlds, they have been specifically designed for Harn, the ultimate fantasy world. Encyclopedia Harnica publications are the most detailed, logical, and consistent FRP aids available. Guaranteed to save you hours of work and allow you to focus on the fun part of gamemastering.

Note: (*) These products (1000 series) are only available direct from Columbia Games by mail. All others can be found in better hobby and game stores, or ordered direct from us by mail. Prices are in $US, postage included.

1001 HARNLORE (*)
A quarterly newsletter. First issue will be Feb/87. This is a modest 8 page forum with product updates, letters, campaign and rule ideas, etc. Price is for annual subscription of four issues.

1501 PATHFINDER (*)
7mm hexpaper sheets specifically designed for player (regional) memory maps. Four sheets cover the same area as one of our regional maps. Each package contains 48 sheets.

1502 PC PROFILE SHEETS (*)
Blank Character Profiles for the Harnmaster system. Each package contains 48 sheets.

1503 GM PROFILE CARDS (*)
Eight by five inch character profile cards. Attributes & Skills are on one side, the combat profile on the reverse. Each package contains 36 cards.

4002 PILOTS' ALMANAC
A rule expansion to Harnmaster, with detail on ships, shipwrights, pilots, rutters, charts, tides, etc. Will include Pilot Charts for entire Venarian Sea.

4003 BATTLELUST
A rule expansion to Harnmaster, with details on fighting orders, legions, military campaigning, and a mass combat game system.

4101 HARNMASTER DELUXE
The Harnmaster game system (#4001) plus the Harn Regional Module (#5001) together in one package.

5001 HARN
A medieval fantasy world suitable for all role playing systems. Includes a detailed color map of the region, a 32 page overview including gamemaster notes and tables, and a 64 page index.

5002 CITIES OF HARN
Details and color maps on the seven cities of Harn: Aleath, Cherafir, Coranan, Golotha, Shiran, Tashal, and Thay.

5003 GODS OF HARN
Information on the religious practices and church organizations of the ten religions of Harn. This module has color plates of temple robes, heraldry and badges of the various orders, plus a religious calendar.

5004 AZADMERE
The dwarven kingdom of Harn, with color maps of the kingdom, city of Azadmere, Habe, and Zerhun.

5005 EVAEL
The elven kingdom of Harn in the mysterious Shava Forest. Contains details and color maps of Elshavel, Ulshafen, Pesino, and the Shava Forest.

5006 KALDOR
A major kingdom of Harn, with plans of Olokand and Kiban castles. Also included are maps/details on Anisha, Elkall-Anuz, and Trobridge Inn.

5007 CHYBISA
A kingdom module centered on the tiny and beleaguered kingdom of Chybisa, the ruins of Telumar, and the abandoned elven fortress of Bejist.

5008 ORBAAL
The fractious and unruly kingdom of northern Harn, the rival castles of Geldeheim and Leriel, plus Gedan and Noron's Keep.

5009 THARDA
The Thardic Republic, heir to the old Corani Empire. A full color atlas map of the kingdom with maps and information on Moleryn and Telen castles, Taztos fort, and the Pamesani games.

5010 RETHEM
A feudal kingdom in western Harn with a violent history and a tradition of political intrigue and assassination. Includes a color map of the kingdom, economic and feudal data, the Lia-Kavair, and articles/maps on Shostim, Tormau, and Kustan.

5011 LYTHIA
An overview of the planet (Kethira) and continent (Lythia) that Harn is located on. Includes color maps of both, languages, cultures, economics, history, etc.

5012 KANDAY
The southwest kingdom of Harn. Includes a color map of the region, with color maps and details on Menekod and Dyrisa castles, plus Tesien.

5013 MELDERYN
The "Wizards' Kingdom" of Harn, with details on the economics and politics, Nurisel, Gythrun, and Gelimo, plus the Guild of Arcane Lore.

5101 IVINIA
A fantasy world with a Viking flavor, northeast of Harn. Similar in design to the Harn module, Ivinia includes a full color map, a 48 page index, and a 32 page overview of history, economics and politics.

5102 MENGLANA
The kingdom of western Ivinia, with maps of Vulenheim, Kingdom of Rogna, and Lokis.

5201 SHORKYNE $20.00
A regional module for this area. Includes the Ivinian colony of Harbaal, the tribal Quarph people, and the fractious, feudal kingdom of Shorkyne.

5301 TRIERZON
A regional module for this area. Includes the huge feudal kingdom of Trierzon, the enigmatic realm of Emelrene, and the small kingdom of Palithane.

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ORGANIZATION OF HARNMASTER

Harnmaster is organized into articles, each of which covers a different subject, identified by a heading at the top of each page. If desired, the book may be taken apart, the pages punched, and the individual articles inserted into a binder in any order. This format allows future expansion through upcoming modules we publish. The GM may also readily expand our material, or create his own and keep everything organized.

CLASSIFICATION OF PAGES

There are one of three diamond symbols at the top of each page. These are classification codes:

◇	◈	◆
Open	Discretionary	Closed

The Open code indicates that the material on that page may be freely examined by players. If your players read only these pages they will have all the basic information they require to use the system. The Discretionary code indicates that the material may only be examined by players with the consent of their Gamemaster. The Closed code indicates that the material is intended only for the Gamemaster and should NOT be read by players.

PLAYERS' INTRODUCTION

Harnmaster is a fantasy role playing game in which players assume the identities of fantasy characters who explore and experience a fantasy world. A role-playing group consists of a Gamemaster and one or more players. The Gamemaster is separated from the players' by a screen, behind which he hides his secrets; maps, lists, special rules, and other data to which neither the players nor their player-characters are privy. Players should not look on the GM's side of the screen without permission. The idea of the game is to discover secrets and unravel mysteries by intelligent play, not by cheating.

Each player will generate a "player-character" (or PC), a persona who lives in the fantasy world. Players should not confuse themselves with their game identities, for this way lies madness; the PC will have its own traits and peculiarities. In some ways the PC will be greater, in some ways lesser than its player. PCs may represent an ideal for their players - "this is the way I would have played Conan..." All PCs are a blend of unique characteristics with the attributes of their operators, partly a role, partly the character of the player himself. In this, the role-playing game is more akin to theater than traditional games.

THE GAMEMASTER (GM)

The Gamemaster is apart from the players in the same way that a referee is separate from the sporting event he officiates. The GM stands between the fantasy world and the players, describing and explaining it. The GM is supreme in his authority; he knows the ins and outs of the fantasy world and the rules by which it functions far better than the players. He controls the attitudes of the world's myriad of denizens, its weather and climate, its societies and institutions, its gods and religions, many of which he has, at least in part, created himself. The players' challenge is to explore that creation, meet it on its own terms, and succeed according to the goals they set themselves.

The nature of fantasy role playing is that all rules are optional; the Gamemaster may change rules or their interpretations to fit his notions of rightness. The players may make proposals and try to influence the GM, but he has the final word. A good GM will consider the concerns of players, and explain his rulings; he may, however, claim "executive privilege", for there is a lot of information that the players should not have. It is best if the players do not overly concern themselves with rules. They should develop an understanding of how things work, use common sense, and expect the world to unfold properly. In the final analysis, the GM has total power over his fantasy environment and the players should cooperate and abide by his decisions; a player who does not enjoy the game may exercise his ultimate sanction, to not play.

While the GM operates the denizens that hinder and obstruct the players' lives, he should not be thought of as an enemy. The gamemaster also operates characters who can befriend and assist player characters, Almost every action in role playing calls for an interpretation on the part of the GM. Most GMs, whatever they may claim to the contrary, are inclined to favour player-characters over non-player characters. Players who persistently irritate the GM are likely to reverse this bias; the GM is human after all.

PLAYERS' OBJECTIVES

Fantasy role playing differs from other types of game by the absence of any precise victory conditions. Each player sets his objectives and tries to meet them. However, even if the player succeeds in this, there will be other challenges to meet. In this, Fantasy role playing is like real life.

MORTALITY

One objective that is common to all characters is to survive. The fantasy world is a place of adventure. There are treasures to find, but there are also fell monsters to overcome. Player characters are mortal, and while the player is safe in his 20th century Terran environment, his character may be injured or killed in any number of ways. Few player-characters retire after a life of success, having reached the pinnacle of ambition. Most die reaching for a grail just beyond reach, or by making a fatal mistake.

THE GAME

Play is conducted in sessions, usually of four to six hours duration. The characters' activities may vary greatly from one session to the next. Sometimes there will be a clear objective for the session. Perhaps the band of brave adventurers will first have to attend to the necessity of finding food and lodging. In a well-run game, mundane activities will take up less of the players' time than adventure; this distinguishes role-playing from real life. A boring game month may be glossed over in only a few minutes of realtime, while the group may opt to resolve a tense battle that lasts only two game minutes in one hour of realtime.

Business unfinished at the end of one session can be taken up at the next. Some "quests" can be completed in an hour or two, others require many sessions. Each mystery, when solved, tends to pose new questions. Each objective, once met, tends to suggest more possibilities.

THE RULES

The Harnmaster rules are longer and more detailed than the rules of conventional games. This is because they cover more concepts and processes than any boardgame. Unlike other games, however, the players need to know only a small part of the rules to play. A general familiarity with the principles of character generation, skills and combat are usually sufficient. Any rules concept the player needs to know will be explained by the GM on request.

THE CHARACTER PROFILE

Each player will be given a character Profile to record his character's attributes. The Profile should be kept handy at all game sessions since it will be referred to constantly. Some of the information contained on the character Profile must be changed from time to time, so use a pencil.

ADVICE FOR PLAYERS

(1) Listen to the GM. If he describes a situation and you are too busy to listen, he may be too busy to explain it again.

(2) If you are inclined to dominate a group, or to fade into the background, try to limit your inclination. Roleplaying works best if all the players have a say. Other players' objectives may not coincide with yours, but if the group is to function well, everyone must be accommodated.

(3) Be organized. Roleplaying generates paperwork.

(4) Work things out ahead of time. If a party with no plan of march is ambushed, the GM will have to randomly determine who is in front and who is behind. Any plan is usually better than no plan at all.

(5) Try not to divide the group. Apart from the fact that two groups of two are more likely to succumb to a sudden attack than one group of four, dividing the party forces the GM to send one group out of earshot while he deals with the other.

(6) Keep your competitive instinct in its place. There is no percentage in trying to compete with the other members of your group, and it is pointless to try and compete with an omnipotent gamemaster.

(7) Never forget human nature and sensibilities. Your real life friends are more important than any game.

DICE CONVENTIONS

Dice are used to generate attributes and to resolve many game actions. When two numbers separated by a small "d" (eg. 4d6) are encountered, a die roll is called for. The number before the "d" is the number of dice that are to be rolled, and the number following the "d" is the number of sides each die should have. Hence, "3d12" indicates that three 12-sided dice are to be rolled. Generally, it is the sum of the dice rolled that is needed, but "1d100" and "1d1000" are special cases. The first means percentile dice, the second means roll 3d10 reading one die as hundreds, another as tens, and the third as ones. A suffix may be included to indicate that the result is to be modified by addition (eg. 3d6+2), subtraction (3d6-2), multiplication (3d6x2), or division (3d6/2).

ROUNDING OF FRACTIONS

Except where otherwise indicated, fractions should be rounded to the nearest whole number.

WEIGHTS & MEASURES

Medieval societies do not necessarily employ neat systems of weights and measure. The system used in Harn and on nearby parts of Lythia is based on the Terran Imperial system. The Harnic yard is equal to a terran metre, hence, a Harnic foot is 0.333 metres. In Harnmaster, yards and metres are totally interchangeable. There are 12 inches in a Harnic foot (each inch is somewhat longer than a terran inch). 12,000 Harnic feet, or 4,000 Harnic Yards, equal one Harnic League.

MONEY

The standard unit of currency is the silver penny weighing one dram, a sixteenth of one ounce. This coin can vary slightly in value from one region to another as a result of silver content. All prices are given in silver pence (the plural of penny); the abbreviation for penny/pence is "d". Copper coins to not exist; the silver penny is often divided into two halves (ha'penny) or four quarters (farthing). Gold coins exist but they are rare. A gold penny (one dram) would be worth 20d, although gold coins generally come as one ounce coins worth 320d.

STANDARD ABBREVIATIONS

We have tried to keep obscure abbreviations to a minimum, but the following occur with some regularity throughout HARNMASTER. The notation in brackets indicates the article where the term is defined:

FRP	Fantasy Role Playing (Introduction)
GM	Gamemaster (Introduction)
NPC	Non-Player Character (Character)
PC	Player Character (Character)
AGL	Agility (Character)
AUR	Aura (Character)
COM	Comliness (Character)
DEX	Dexterity (Character)
END	Endurance (Character)
EYE	Eyesight (Character)
HRG	Hearing (Character)
INT	Intelligence (Character)
MOR	Morality (Character)
SMT	Smell/Taste (Character)
SPD	Speed (Character)
STR	Strength (Character)
TCH	Touch (Character)
VOI	Voice (Character)
WIL	Will (Character)
INI	Initiative (Combat)
FR	Fatigue Rate (Combat)
ML	Mastery Level (Skills)
EML	Effective Mastery Level (Skills)
OML	Opening Mastery Level (Skills)
SB	Skill Base (Skills)
SI	Skill Index (Skills)
CS	Critical Success (Skills)
MS	Marginal Success (Skills)
MF	Marginal Failure (Skills)
CF	Critical Failure (Skills)

HARNMASTER™

NAME	
OCCUPATION/STATUS	

CHARACTER PROFILE

BIRTH

SPECIES	SEX
BIRTHDATE	
SUNSIGN	
BIRTHPLACE	
PARENT OCCUPATION	
SIBLING RANK	
ESTRANGEMENT	
CLANHEAD	

MEDICAL

APPEARANCE

HEIGHT
FRAME
WEIGHT
COMPLEXION
HAIR COLOUR
EYE COLOUR
COMELINESS

PHYSICAL

STRENGTH
ENDURANCE
DEXTERITY
AGILITY
SPEED
EYESIGHT
HEARING
SMELL/TASTE
TOUCH
VOICE

PERSONALITY

INTELLIGENCE
AURA
WILL
MORALITY
PSYCHE
DEITY
PIETY

PHYSICAL SKILLS

NAME	BASE	ML
Climbing		
Jumping		
Stealth		
Throwing		

COMBAT SKILLS

NAME	BASE	ML
Unarmed		

COMMUNICATION

NAME	BASE	ML
Awareness		
Intrigue		
Oratory		
Rhetoric		
Ritual		
Singing		

LANGUAGES/SCRIPTS

NAME/TYPE	BASE	ML

PSIONIC TALENTS

NAME	BASE	ML

LORE/CRAFT SKILLS

NAME	BASE	ML

SPELLS

NAME/CONVOCATION/LEVEL	BASE	ML
DISCIPLINE/CONVOCATION		

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COMBAT PROFILE

PHYSICAL PENALTY

Encumbrance		
Fatigue		
Injuries/Locations	**HR**	**IP**
Bloodloss	**H6**	
PHYSICAL PENALTY		
Endurance Index (EI)		

SPECIAL PENALTIES

	Value

COMBAT FACTORS

MOBILITY (Speed x 5)	
DODGE (Agility x 5)	
INITIATIVE	
FATIGUE RATE (Load÷End)	

LOAD (Items Worn/Carried)

ITEM	Weight
Weapons (Total)	
Armour/Clothing (Total)	

WEAPON ANALYSIS

Weapon	Weight	Quality	A/D	B	E	P	Notes

ARMOUR & CLOTHING

Size/Factor Description/Material(s)	Weight	Quality	Skull	Eyes	Face	Neck		Shoulders	UpperArms	Elbows	Forearms	Hands		Thorax	Abdomen	Hips	Groin		Thighs	Knees	Calves	Feet	

ARMOUR ANALYSIS

LOCATION	B	E	P	F	S	T	LOCATION	B	E	P	F	S	T	LOCATION	B	E	P	F	S	T	LOCATION	B	E	P	F	S	T
Skull							Shoulders							Thorax							Thighs						
Eyes							UpperArm							Abdomen							Knees						
Face							Elbows							Hips							Calves						
Neck							Forearms							Groin							Feet						
							Hands																				

PERMISSION TO PHOTOCOPY

PATHFINDER™ 8½" x 11"(7 mm)

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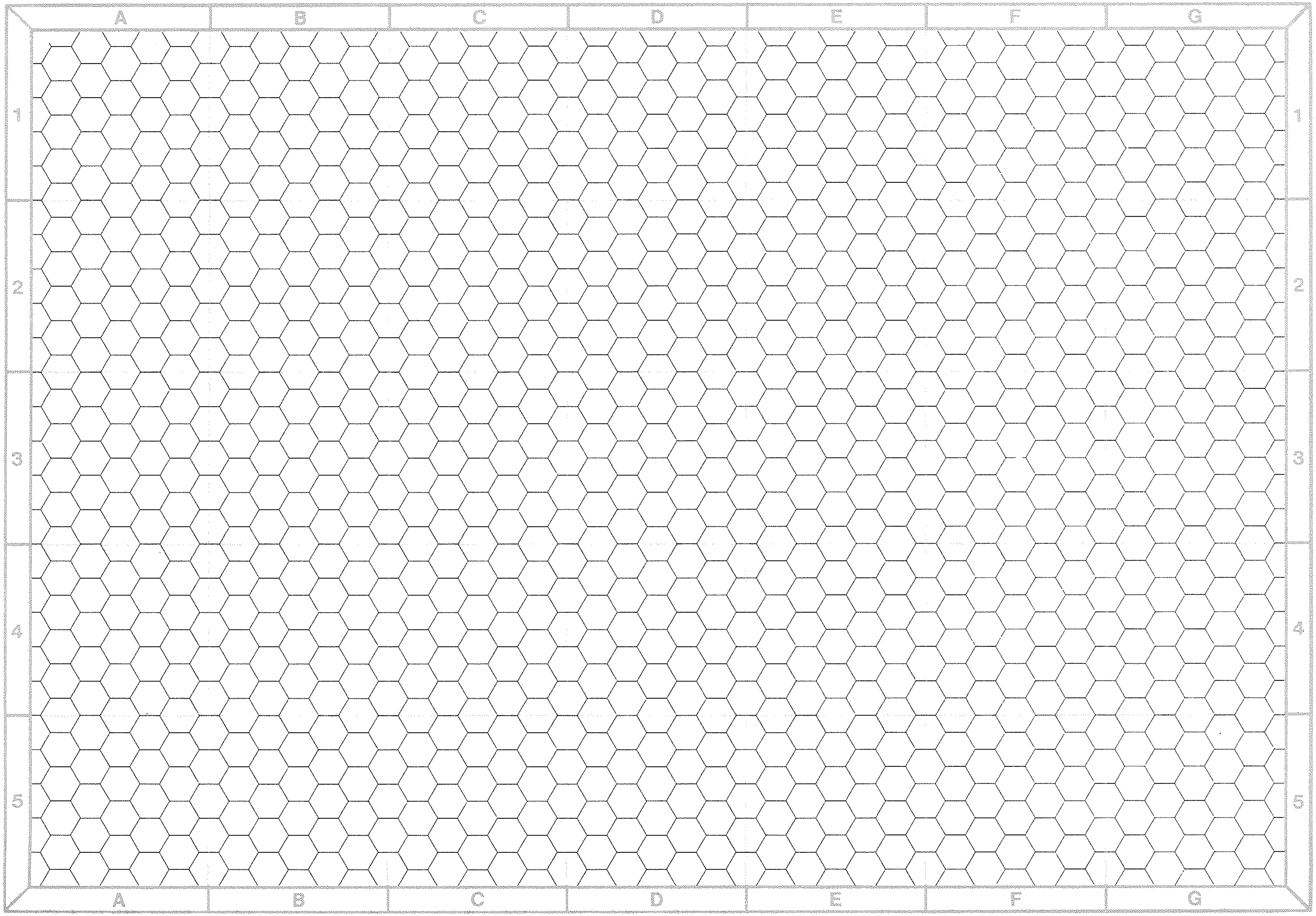
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CHARACTER GENERATION

The Harnmaster character generation system is used to create two distinct types of character: Player Characters (PCs) are the identities assumed by players in the fantasy world; Non-Player Characters (NPCs) are played by the GM.

Characters grow during play; personality gains definition, skills and powers are sharpened, friends and possessions are won and lost. However, good FRP characters, like real people, do not spring into the world as pastless adults. Characters must have matured in particular environments and have acquired personal histories, some skills and distinct personalities.

ATTRIBUTES & PROFILES

Many of a character's personal attributes are expressed numerically, most often generated by rolling 3d6, sometimes modified, sometimes not. Attributes are recorded on a Character Profile, and regardless of modifers no attribute can be less than 1.

Harnmaster uses more attributes than may seem necessary. Experience shows that the only attribute you need is the one NOT generated. Keep in mind that some attributes are used frequently, some only occasionally. Attributes such as smell and hearing are important advantages for some creatures.

There is room to record a lot of pertinent data on the Character Profile, but FRP generates more information than can be kept on a single page. Most players fill at least one ring-binder with accumulated character data. All character information, except for obvious attributes such as height, colour of hair, etc., is best kept secret from other players.

Character Profiles come in two basic forms. The full page form is intended primarily for PCs and may be inserted in the player's binder. The sample provided may be photocopied by the GM as needed. This, however, is not a convenient form for the GM who will be keeping both NPCs and PCs on record. For the GM, the standard size (8"x5") card Profile is far more convenient and is available from Columbia Games.

KEY ATTRIBUTES

The question arises as to whether PCs should get an advantage in character generation. Overcoming attribute flaws can be interesting, but some players lack motivation when encumbered by inferior (or even average) characters. There are seven key attributes: Intelligence, Aura, Will, Strength, Endurance, Dexterity, and Agility. If the GM wishes, he may allow his PCs to choose any of three optional methods for generating the key attributes:

(1) Roll 4d6 and ignore the lowest die. This still gives a range from 3-18, but improves scores.

(2) Determine key attributes by 2d6+6. This will give a range from 8-18, and an average of 13.

(3) Set key attributes at 8 and distribute 28 additional points among them. No attribute may be raised above 18. The average key attribute is 12, but PCs can stress those they favour.

NPC GENERATION

Every GM needs a stable of NPCs. Some will be developed specifically for a campaign, either as NPCs to accompany a party of PCs, or as NPCs central to the plot. Some will be characters already developed in previous campaigns, perhaps dusted-off and changed slightly. Some will need to be randomly generated in the course of play but this need not be serious interuption to the flow of play. The full range of attributes is not always needed for minor characters. An NPC met on a town street hardly needs a detailed Profile, perhaps only some personality attributes, to determine how he will react when asked directions. Similarly, if a PC is attacked, perhaps only the assailant's combat attributes are needed.

We regret that we could not provide pre-generated NPCs in this publication. These will appear in future expansions. For example, our upcoming expansion on Piloting will include pre-generated NPCs for ship crews, and our upcoming expansion on the Military will include pre-generated NPCs for knights, brigands, mercenaries, legionaires, and the like.

BIRTH ATTRIBUTES

Birth attributes depend on environment. Those which follow are geared to Harn/Lythia, but are valid for most medieval envrionments.

SPECIES [1d100]

Species determines a number of other attributes. We recommend that players have human characters, but this is a matter of taste. The generation system provides for Humans, Sindarin (elves), Khuzdul (dwarves) and five subspecies of Gargun (orcs). Other species are dealt with elsewhere. If random species generation is desired use the following table:

01-89	Human
90	Sindarin (elf/sidhe)
91	Khuzdul (dwarf)
92-93	Gargu-Arak (small or streaked orc)
94	Gargu-Kyani (white orc)
95-97	Gargu-Hyeka (common or brown orc)
98	Gargu-Viasal (red orc)
99	Gargu-Khanu (great or black orc)
00	Other (at GM discretion)

SEX [1d100]

Role playing difficulties are best avoided if players have characters of their own gender. Roll 1d100 only if random sex generation is needed:

Human	Sindarin	Khuzdul	Gargun	Sex
01-48	01-45	01-75	01-99	Male
49-00	46-00	76-00	00	Female

BIRTHDATE [1d30 and 1d12]

Tuzyn Reckoning (TR) uses a twelve month lunar year (1d12); each month has thirty days (1d30). Birth year is assigned by the GM following the pregame.

Spring	Summer	Autumn	Winter
1 Nuzyael	4 Nolus	7 Azura	10 Ilvin
2 Peonu	5 Larane	8 Halane	11 Navek
3 Kelen	6 Agrazhar	9 Savor	12 Morgat

SUNSIGN [Derived]

Zodiacal sign is derived from birthdate. The first two and last two days of each sign are termed the cusp. Hence, a character born on the 1st of Ilvin is termed a "Tai-Skorus Cusp" (the actual birthsign is written first). Those born on the cusp may use the benefits of either sign.

From	To	Sunsign
4th Nuzyael	3rd Peonu	Ulandus (the Tree)
4th Peonu	2nd Kelen	Aralius (the Wands)
3rd Kelen	3rd Nolus	Feniri (the Smith)
4th Nolus	4th Larane	Ahnu (the Fire Dragon)
5th Larane	6th Agrazhar	Angberelius (the Swords)
7th Agrazhar	5th Azura	Nadai (the Salamander)
6th Azura	4th Halane	Hirin (the Eagle)
5th Halane	3rd Savor	Tarael (the Penticle)
4th Savor	2nd Ilvin	Tai (the Lantern Bearer)
3rd Ilvin	2nd Navek	Skorus (the Mixer)
3rd Navek	1st Morgat	Masara (the Chalice)
2nd Morgat	3rd Nuzyael	Lado (the Galley)

BIRTHPLACE

A character's birthplace should be identified at least to the nearest major settlement (keep, castle or town), preferably to the nearest village. GMs who possess Harn/Lythia regional modules can use the birthplace generation tables included in each Overview. If Harnmaster is being used with an environment other than Harn/Lythia, the GM must devise his own method of generating Birthplace. If the GM has a particularly well-developed region, he should probably assign player-characters birthplaces within that region.

PARENT OCCUPATION [1d1000]

The Occupation Generation table (opposite) may be used to generate occupation (and social class) for any character, whether or not a Harn/Lythia regional module is in use. For a PC the roll is made in the course of character generation, and the result will be the occupation/social class of his father. A PC's own occupation is more a matter of choice.

The table generates "authentic" results based on the structure of medieval societies; if the GM wants to be more generous to PCs, he may allow them to make several rolls and select the best result, and/or set a minimum social class.

CULTURES

Five human cultural types are allowed for. Persons born into nomadic or semi-nomadic cultures use the "Tribal" column; most of the "Barbarian" nations of Harn fall into this category (as do Gargun). "Viking" refers to the culture of Ivinia and some other regions. Feudal cultures include Kaldor, Melderyn, Kanday, Rethem, Shorkyne, Trierzon, etc. Feudal-Imperial (FEU/IMP) cultures combine elements of feudalism with imperial institutions, such as the Thardic Republic. Imperial cultures are those, such as Azeryan, with patrician nobilities centered on an imperial structure; such states are generally divided into provinces with governors who serve at the pleasure of an emperor, rather than by hereditary succession. These five types will account for most cultures found on Lythia. Khuzdul and Sindarin have their own columns.

SOCIAL CLASS

In most cases, social class is a function of occupation, but some occupations have different status in different cultures. The GM may wish to make adjustments for unusual cultures. The following abbreviations are used for social class:

[S]	Serf/Slave/etc.
[F]	Freeman (unguilded)
[G]	Guildsman/middle class.
[M]	Common Military/Legionaire, etc.
[N]	Nobility/Patrician.

URBAN/RURAL

The number given in square brackets after each occupation is the percentage chance of someone practicing that occupation being "Urban", otherwise the individual is "Rural" (countryside/wilderness). Most Khuzdul, regardless of occupation, are "Urban".

FIEFHOLDERS

A bailiff or enfoeffed knight holds a manor in the vicinity of the settlement generated for birthplace. A baron or sheriff holds the actual keep/castle/town with whatever rank this entails.

OCCUPATION GENERATION TABLE

TRIBAL	VIKING	FEUDAL	FEU/IMP	IMPERIAL	SINDARIN	KHUZDUL	SOCIAL CLASS & OCCUPATION
-	001-010	001-010	001-050	001-150	-	-	[S] Agricultural Slave [0]%
-	011-110	011-110	051-150	151-260	-	-	[S] Cottager/Poor Thrall [0%]
-	111-115	111-130	151-170	261-280	-	-	[S] Domestic Servant (manor/etc.) [0%]
-	116-275	131-330	171-370	-	-	-	[S] Half-Villein/Average Thrall [0%]
-	276-285	331-340	371-380	-	-	-	[S] Reeve (Chief Serf/Thrall) [0%]
-	286-385	341-440	381-480	-	-	-	[S] Serf/Very Poor Thrall [0%]
001-005	386-390	441-450	481-490	281-300	-	-	[S] Skilled Slave [90%]
-	391-490	451-650	491-650	-	-	-	[S] Villein/Wealthy Thrall [0%]
006-010	491	651	651	301-305	001	001	[F] Animal Trainer [75%]
-	492-496	652-659	652-659	306-313	-	-	[F] Beggar [95%]
011	497-498	660	660	314	002-003	002-005	[F] Cartographer/Artist [90%]
012-020	499-500	661-662	661-662	315-316	004-009	006-015	[F] Cook/Chef [80%]
-	501-503	663-666	663-666	317-321	010-011	016-030	[F] Domestic Servant [80%]
-	504-518	667-681	667-686	322-427	-	-	[F] Farm Labourer [0%]
021-105	519-554	682-706	687-711	428-452	012-061	-	[F] Fisherman (Sea or River) [50%]
-	555	707	712	453	-	031	[F] Gaoler/Executioner [90%]
106-885	556-570	708-722	713-727	454-468	062-656	032-035	[F] Hunter/Trapper etc. [10%]
-	571	723	728	469	-	-	[F] Jester/Fool/etc. [50%]
-	572-575	724-726	729-731	470-472	-	036	[F] Longshoreman [100%]
-	576-578	727-731	732-736	473-477	-	-	[F] Prostitute/Pimp/etc. [75%]
886	579-581	732-734	737-739	478-480	-	-	[F] Ratter/Scavenger [70%]
887	582	735	740	481	657-682	037-075	[F] Scholar/Tutor [80%]
-	583-584	736-737	741-742	482-486	683-694	076-087	[F] Scribe [90%]
-	585-589	738-742	743-747	487-502	695	088-089	[F] Semi-skilled Labourer [90%]
-	590	743-744	748-749	503-505	696	090	[F] Teamster [90%]
-	591-710	745-781	750-795	506-785	-	-	[F] Tenant Farmer [0%]
-	711	782	796	786	697	-	[F] Thatcher [5%]
888	712	783	797	787	698-702	091-110	[F] Toymaker [75%]
-	713-727	784-803	798-812	788-807	703	111-126	[F] Unskilled Labourer [95%]
889-895	728-730	804-806	813-815	808-810	704-713	127-131	[F] Woodcutter/Iceman [40%]
-	731-860	807-830	816-830	-	-	-	[F] Freehold Farmer [0%]
896	861	831	831	811	714-718	132-136	[G] Apothecary [90%]
897	862	832	832	812	719-723	137-142	[G] Arcane Lore: Alchemist [90%]
898	863	833	833	813	724-726	143-145	[G] Arcane Lore: Astrologer [90%]
899	864-865	834	834	814	727-730	146-147	[G] Arcane Lore: Other [90%]
900	866	835	835	815	731-753	148-165	[G] Arcane Lore: Shek-Pvar [90%]
-	867-868	836-837	836-837	816-817	754-756	166-180	[G] Chandler [95%]
-	869-870	838-839	838-839	818-819	757-758	181-190	[G] Charcoaler [10%]
901-914	871-873	840-842	840-842	820-822	759-773	191-210	[G] Clothier [95%]
-	874	843	843	823	-	-	[G] Courtesan [99%]
915-917	875-876	844-845	844-845	824-825	774	211-215	[G] Embalmer [95%]
-	877-878	846-847	846-847	826-827	775-798	216-225	[G] Glassworker [90%]
918-924	879-881	848-849	848-849	828-829	799-823	226-250	[G] Harper/Skald [80%]
-	882	850-851	850-851	830-831	824-828	251-255	[G] Herald [80%]
925-949	883-887	852-856	852-856	832-836	829-858	256-265	[G] Hideworker [40%]
-	888-891	857-860	857-860	837-840	859-868	266-285	[G] Innkeeper [35%]
-	892-893	861-862	861-862	841-842	869-893	286-375	[G] Jeweller [99%]
-	894-895	863-864	863-864	843-844	894-903	376-400	[G] Lexigrapher [95%]
-	896-897	865-867	865-867	845-847	904	401	[G] Lia-Kavair [75%]
-	898	868	868	848	-	402	[G] Litigant [95%]
-	899	869	869	849	905-906	403-420	[G] Locksmith [95%]
-	900-901	870-872	870-872	850-852	907-926	421-520	[G] Mason [60%]
950-960	902-908	873-878	873-878	853-858	927-931	521-650	[G] Mercantyler [90%]
961-965	909-916	879-886	879-886	859-866	932-946	651-720	[G] Metalsmith [15%]
-	917-922	887-893	887-893	867-873	947	721	[G] Miller-Millwright [10%]
-	923-925	894-896	894-896	874-876	948	722-860	[G] Miner [1%]
966	926	897-898	897-899	877-879	949-953	-	[G] Ostler [75%]
-	927-928	899-900	900-902	880-882	954	861	[G] Perfumer [95%]
967-970	929	901	903	883	955-958	862-870	[G] Physician [75%]
-	930-931	902	904	884	959-960	-	[G] Pilot [95%]
971-973	932-935	903-906	905-908	885-888	961-964	871-878	[G] Potter [85%]
974	936-937	907-908	909-910	889-890	965	879-885	[G] Salter [30%]
-	938-941	909-911	911-913	891-893	966-967	-	[G] Seaman [95%]
-	942	912	914	894	968-969	-	[G] Shipwright [90%]
975	943	913	915	895	970	886	[G] Tentmaker [95%]
976	944	914	916	896	971-972	887-888	[G] Thespian [70%]
977	945-946	915-916	917-918	897-898	973-975	889	[G] Timberwright [10%]
978	947-948	917-918	919-920	899-900	976-980	890-955	[G] Weaponcrafter [75%]
979-980	949-955	919-925	921-927	901-907	981-990	956-960	[G] Woodcrafter [30%]
-	-	-	928-957	908-965	-	-	[M] Legionaire [90%]
-	-	926-940	958-965	-	991-992	961-981	[M] Man at arms [50%]
-	956-986	941-975	966-975	966-975	993	982-985	[M] Mercenary [90%]
-	987-989	976-978	976-978	976-977	994	986-989	[M] Sapper/Archer/etc. [90%]
-	990	979	979	978	995-996	990-991	[M] Swordmaster [80%]
-	-	980	980	979-980	-	-	[M] Gladiator (free) [95%]
981-990	991-998	981-990	981-990	981-990	997	992	[P] Priest/Shaman [65%]
-	-	991-996	991-993	991	998-999	-	[N] Knight-Bachelor (landless) [50%]
-	-	997	994-995	992-993	-	993-994	[N] Bailiff (manor) [5%]
-	-	998-999	996	-	-	-	[N] Enfoeffed Knight (manor) [0%]
-	-	000	997	-	000	-	[N] Baron/Earl (keep/castle) [n/a]
-	999-000	-	998-000	994-000	-	995-000	[N] Patrician/Great Clanhead [95%]
991-000	-	-	-	-	-	-	[N] Chieftain

SIBLING RANK [1d100]

The character's blood relationship to his father. Depending on clan occupation, a woman may head the family/clan, but the term "father" is used to simplify geneology. Among the lower classes, many marriages are commonlaw; the children of such unions are not considered bastards. The GM rolls secretly to determine the status of a bastard's true father, which has a 85% chance of being higher. A bastard's sibling rank should be determined for each parent (eg. father's 3rd child and mother's 2nd).

01-10 ORPHAN

Father is deceased. There is a 50% chance the mother still lives, otherwise the character has been adopted or fostered. Roll on offspring table (below) for sibling rank. Heirs can rarely inherit until 21. Poor orphans are usually found foster homes with neighbours/relatives by a local priest. If only mother lives, there is a 60% chance she has remarried.

11-20 FOSTERED

Character's parent(s) are still living, but he has been raised by someone else for social, economic or political reasons. The status of both sets of parents should be generated.

21-25 ADOPTED

Usually only wealthy families who are short of heirs or have other social, political, or economic reasons will undertake legal adoption. Consider present birth generation to apply to adoptive father. The GM should secretly generate character's actual birth status. Adopted children are often (75%) unaware of the fact.

26-35 UNACKNOWLEDGED BASTARD

The character's father does not recognize his existence, probably because he is married to someone other than his mother. There is a 60% chance that the character does not know the identity of his true father. There is a 20% chance that mother is married to someone other than his father, in which case the status so far generated applies to him. Otherwise, the mother may be an outcast and the status so far generated is hers.

36-40 ACKNOWLEDGED BASTARD

An acknowleded bastard has almost all of the status of a legitimate offspring, but may (depending on Estrangement) have to defer to legitimate half-siblings. An acknowledged bastard MAY (GM discretion) live with or visit his father's clan for extended periods.

41-00 OFFSPRING

GM may roll 1d6-1 plus sibling rank to determine family size. The sex of each sibling (52% female) and whether each sibling still lives (60%) should also be determined. A family tree provided by the GM is useful. Roll 1d100 for sibling rank:

01-25	Eldest	76-80	6th eldest
26-45	2nd eldest	81-85	7th eldest
46-60	3rd eldest	86-90	8th eldest
61-70	4th eldest	91-95	9th eldest
71-75	5th eldest	96-00	10th eldest

ESTRANGEMENT [1d100]

Estrangement is a measure of the character's popularity with his father, and has significant effect on his welfare and opportunities, including possible inheritance of lands/estate. Being the eldest child of the king is less advantageous if he hates you. Characters from the same family or clan, with different estrangements, may be jealous of each other; this can produce some interesting family politics.

01-10 OUTCAST

Character will be ignored, perhaps even attacked, by other family members.

11-40 UNPOPULAR

Character is not liked by family members, with the possible exception of his mother. The character will receive no favours and will be discouraged from living at home. Any birthright will be given grudgingly, if at all.

41-60 AVERAGE

No particular advantages or disadvantages; character may live at home, but few will be heart-broken if he leaves.

61-95 POPULAR

Character gets on well with the majority of his relatives, and may receive special favours, but should not push his luck...

96-00 FAVOURITE

The apple of the father's eye, almost certain to receive special attention, perhaps even displacing older siblings in inheritence.

NOTE: Smaller clans tend to like their children better; +20 when rolling Estrangement in an unextended clan, but always treat a natural roll of 01 as Outcast.

CLANHEAD [1d100]

In many cases a character's relationship to his clanhead is more important than his favour with his parents. Clans and families on Harn and Lythia tend to be large. In some cases the whole clan lives in close proximity. Some clans number in the thousands and are dispersed over wide areas. Estrangement may be generated for a character's clanhead as necessary.

If the character's clan is in any way important, it is a good idea to place his family within it. Only extended clans need be developed in this way. The father's occupation is the best guide to whether a clan is extended. Wealthy and noble clans are often extended. Poor clans are less likely to be, especially if urban. Poor families in one town may have the same clan name, although they have been out of touch for generations. If a PC belongs to an important, extended clan, roll 1d100 to determine his clanhead.

01-50	Distant Relation *
51-75	Aunt/Uncle
76-85	Cousin
86-00	Father/Mother

* If "Distant Relation" is generated roll again to determine the FATHER's relation to the clan head; if generated a second time, roll for the GRANDFATHER's relation, and so on.

MEDICAL [1d1000]

The space marked "medical" on the character profile is used to record diseases, scars and identifying marks acquired in the course of play. The GM may also wish to generate some physical peculiarities for NPCs. Rolling for PCs is optional; but this is the only way to generate, for example, left-handed characters. The Sindarin do not catch human diseases. Therefore, any disease related trait should be read as No Traits.

At GM discretion, a supplementary roll may be made to determine the severity of the trait or ailment.

Male	Female	Medical Trait
001	001	Albinism
002-091	002-076	Alcoholism *
092-190	077-176	Allergy
191-210	177-221	Ambidextrous
211-270	222-281	Birthmark(s)
271-280	282-291	Colour Blindness
281	292	Deformed/Missing Part *
282-332	293-372	Double Jointed
333-357	373-387	Drug Addiction *
358-359	388-389	Falling Sickness (epilepsy)
360	390	Genetic Throwback *
361-362	391-392	Hemophilia (bleeder) *
363-402	393-492	Left-Handed
403	493	Lycanthropy (GM Option)
404-418	494-503	Parasites (worms/etc.)
419-420	504-505	Organ Defect/etc *
421-425	506-510	Obesity
426-470	511-550	Poxmarks (healed)
471-520	551-600	Recessive Trait(s)
521-570	601-620	Scars/Healed Wounds/etc.
571-610	621-660	Sterile (cannot procreate)
611-650	661-700	Multiple (roll twice more)
651-000	701-000	No Significant traits

* GM should disallow or moderate these traits when they are generated for PCs.

ALBINISM

Character has pallid complexion, white hair and red eyes. Albinos often experience pain when encountering bright light.

ALCOHOLISM

Alcholics who are unable to resist the offer of a drink will usually continue drinking until unconscious. Character must roll against 4 x Will to resist the first offer of a drink, and against Will x 1 to resist all subsequent drinks.

ALLERGY

The most common allergies are to dust, animal fur(s) and pollen (hay fever). Also common are allergies to specific foods, such as types of meat, grain or fish. Allergies vary in severity.

AMBIDEXTROUS

Ambidextrous characters use both hands equally well. Increase Dexterity by two (2).

COLOUR BLINDNESS

Inability to distinguish red from green is the most common variety of colour blindness. The overall quality of Eyesight is usually unaffected.

DEFORMED/MISSING PART

Use the strike location table (combat) to detemine the problem. If used for a newly generated PC, the GM must keep the problem very minor, or the character will be unplayable.

DOUBLE JOINTED

A character may be double-jointed in arms (01-45), legs (46-90) or both of these (91-00). Dexterity/Agility may be increased as follows: Arms (Dex +2); Legs (Agl +2).

DRUG ADDICTION

For PCs, this should be considered latent, or re-rolled. The availability of drugs in a medieval society is quite low.

FALLING SICKNESS

The character has epilepsy and may have a seizure (roll against 5 x Will) if traumatized. Increase Intelligence by 1d3.

GENETIC THROWBACK

The character has one of the attributes of a genetic ancestor. A second 1d100 roll may be made to determine the trait involved: (01-20) Protruding brow/etc.; (21-40) abnormal hirsuteness; (41-80) abnormal Strength (+1d3); (81-00) Other/all of these (GM discretion).

HEMOPHILIA

The character has bleeding sickness; this causes severe complications when wounded. This should probably not be used for male PCs. Females can carry the gene, and have a 75% chance of passing it to their descendents, but do not suffer the effects.

LEFT-HANDED

Increase Dexterity by 1.

LYCANTHROPY

Character is a were-creature. Use only at GM discretion. It may be a good idea to disallow this trait for new PCs.

PARASITES

Worms, ticks, and the like. These are fairly common in medieval societies. Fleas and lice are commonplace among the lower classes (at least).

ORGAN DEFECT

Character experiences heart murmers, has a weak bladder/kidneys, etc. This should definitely be moderated or ignored for PCs.

OBESITY

Character's actual Weight will be 1d6+1 x 10 percent more than the Optimum Weight shown on his Profile. This will NOT increase Strength, but may reduce Agility and Speed at GM discretion.

POXMARKS

Character bears the evidence of a disease such as smallpox. Reduce Comeliness by 1d3.

RECESSIVE TRAIT(S)

Character has one of the preceding traits (roll again) and will (75%) pass it onto his children, but does not suffer from the effects himself.

APPEARANCE

The following attributes describe a character's appearance. They give PC's a basic portrait of themselves and are used when describing characters to each other.

HEIGHT [By Species]

The Character's height in inches. Convert to feet and inches if desired. The roll may be modified at GM discretion by race and diet: Nobility +2, urban poor -2, Ivinian +1, etc.

Species (average)	Male	Female
Human (67.5/65.5)	5d6+50	5d6+48
Sindarin (65/64)	4d6+51	4d6+50
Khuzdul (54/54)	4d6+40	4d6+40
Gargu-Arak (37.5/39.5)	3d6+27	3d6+29
Gargu-Kyani (46/47)	4d6+32	4d6+33
Gargu-Hyeka (47/48)	4d6+33	4d6+34
Gargu-Viasal (48/50)	4d6+34	4d6+36
Gargu-Khanu (50/52)	4d6+36	4d6+38

FRAME [3d6]

The Character's bodily build. Human Females -3, Sindarin -2, Gargu-Arak +1, other Gargun/Khuzdul +4. Record only the description:

01-05 Scant
06-08 Light
09-12 Average
13-15 Heavy
16-22 Massive

WEIGHT [Derived]

Weight is derived from Height and Frame. The following table determines average Weight (in pounds) based on Height. Modify according to Frame: Scant -20%, Light -10%, Large +10%, and Massive +20%.

Hgt/Wgt	Hgt/Wgt	Hgt/Wgt	Hgt/Wgt	Hgt/Wgt
30"/64	41"/77	52"/100	63"/133	74"/181
31"/65	42"/79	53"/103	64"/137	75"/186
32"/66	43"/81	54"/106	65"/141	76"/191
33"/67	44"/83	55"/109	66"/145	77"/196
34"/68	45"/85	56"/112	67"/149	78"/201
35"/69	46"/87	57"/115	68"/153	79"/206
36"/70	47"/89	58"/118	69"/157	80"/211
37"/71	48"/91	59"/121	70"/162	81"/216
38"/72	49"/93	60"/124	71"/167	82"/221
39"/73	50"/95	61"/127	72"/171	83"/226
40"/75	51"/97	62"/130	73"/176	84"/231

COMPLEXION [3d6]

General skin pigmentation is a descriptive attribute, but the GM may use it in other ways; darker people are less susceptible to sunstroke and heat exhaustion, for example. Characters from Harn or northwestern Lythia use the following table:

8/less: Fair   9-12: Medium   13/more: Dark

Ivinians/Sindarin roll 3d6-5; Azeryani and other southern peoples roll 3d6+4. Gargun are generally pallid. Record only the interpretation.

HAIR COLOUR [1d100]

The colour of a character's hair/fur varies by age and location on body. Hair frequently whitens with age, and body hair is generally darker. This table generates the natural colour of youth. Blonde includes dark blonde. White/Gray includes Silver. Sindarin, Khuzdul and Gargun roll by species, humans by complexion. Gargu-Arak usually have fur streaked in two colours or shades; roll twice for them.

HUMANS/SINDARIN/KHUZDUL

Fair	Medium	Dark	Sindarin	Khuzdul	Colour
01-05	01-15	01-45	01-25	01-05	Black
06-40	16-55	46-85	26-50	06-45	Brown
41-55	56-65	86-90	-	46-70	Red
56-95	66-95	91-95	51-90	71-80	Blonde
96-00	96-00	96-00	91-00	81-00	White/Grey

GARGUN

Arak	Kyani	Hyeka	Viasal	Khanu	Colour
01-05	01	01-10	01-10	01-80	Black
06-15	02-08	11-75	11-40	81-95	Brown
16-20	09-10	76-85	41-95	96-97	Red
21-25	11-45	86-95	96	98	Blonde
26	46-96	96-97	97-98	99	White/Grey
27-00	97-00	98-00	99-00	00	Tawny

EYE COLOUR [1d100]

Eye Colour is also based on complexion. Khuzdul roll as humans (Fair, medium or dark). Sindarin and Gargun have their own columns.

Fair	Medium	Dark	Sindarin	Gargun	Colour
01-10	01-55	01-90	01-15	01-60	Brown
11-50	56-75	91-95	16-35	-	Blue
51-85	76-95	96-98	36-85	61-65	Grey
86-99	96-99	99	86-90	66-70	Green
00	00	00	91-00	71-80	Violet
-	-	-	-	81-00	Yellow

COMELINESS [3d6]

A general assessment of how physically attractive the character seems to members of the same species. Record number and description.

01-05 Ugly
06-08 Plain
09-12 Average
13-15 Attractive
16-18 Handsome

ADDITIONAL APPEARANCE [Optional]

GMs have the option to expand appearance generation to include such features as hair texture (straight, wavy, or curly), facial hair (beards) and so on. Poxmarks may already have been generated by the Medical section.

PHYSICAL

The following attributes measure the character's native physical and sensory abilities. They are important in determining physical skills.

STRENGTH [3d6] Key Attribute

Khuzdul +4, Sindarin +1, Gargun +3 (Viasal +4, Khanu +5). Strength is also modified by Weight as follows, but is never reduced below 1.

21-55	-5	131-145	-1	191-215	+3
56-85	-4	146-155	+0	216-245	+4
86-110	-3	156-170	+1	246-280	+5
111-130	-2	171-190	+2	281-320	+6

ENDURANCE [3d6] Key Attribute

Khuzdul +2, Gargu-Khanu +1, Gargu-Arak -1. A measure of the character's stamina and capacity to withstand and recover from physical ordeal.

DEXTERITY [3d6] Key Attribute

Sindarin +2; Khuzdul +1. The ability to manipulate objects with the hands.

AGILITY [3d6] Key Attribute

Sindarin +2. The character's ability to move his legs/body when unencumbered. Modify by Frame: Scant +2, Light +1, Large -1, Massive -2.

SPEED [3d6]

Human Females -2, Gargu-Arak +2. The native ability to run when unencumbered. For Humans, Sindarin, Khuzdul and Gargun, Speed is linked to Agility; it may not differ from Agility by more than four points. Adjust Speed up or down as necessary.

EYESIGHT [3d6]

Sindarin +4, Gargun -2. The character's basic ability to see in daylight. For night vision (-3) except for Gargun and nocturnal creatures.

HEARING [3d6]

Sindarin +3, Khuzdul/Gargun +2 (Arak +5). The character's ability to sense sound.

SMELL/TASTE [3d6]

Human Females +1; Sindarin +3; Gargu-Arak +2. The Character's sensitivity to odour and taste. This can be useful for tracking and hunting and may warn the character of danger. However, given the degree of cleanliness in most medieval societies, a keen sense of smell may be a curse. Optional: tribal peoples tend to have more sensitive noses (+2).

TOUCH [3d6]

Sindarin +2; Khuzdul +1. The sensitivity of the characters skin to pressure, texture, heat and cold, etc. Note: characters who do manual labour (eg. warriors) may have reduced sensitivity in their hands. GMs may wish to take this into consideration.

VOICE [3d6]

Sindarin +3. The pleasantness of the character's singing/speaking voice. Excellent and Unearthly voices are in demand.

03-04	Unbearable	13-15	Pleasant
05-08	Unpleasant	16-17	Excellent
09-12	Average	18+	Unearthly

PERSONALITY

INTELLIGENCE [3d6] Key Attribute

For PCs, this is only an assessment of memory. For NPCs it is also the ability to reason/articulate.

3d6	PC Memory	NPC Intelligence
03-05	Absent Minded	Moronic-Stupid
06-08	Forgetful	Slow-Witted
09-12	Average	Average
13-15	Good	Clever
16+	Excellent	Genius

AURA [3d6] Key Attribute

Sindarin +4, Khuzdul -2, Gargun -4, Human Females +2. Aura is psychic ability and the immortal "soul". It is important to psionics and magic.

WILL [3d6] Key Attribute

Khuzdul +3, Sindarin +2, Gargu-Khanu +1, Gargun-Arak -1. A measure of mental strength, tenacity, and patience. A character with low Will lacks confidence, panics easily, and has difficulty with tedious tasks. Those with high Will are resolute, confident, and usually stubborn.

MORALITY [Choice/3d6]

Ethical integrity. PCs may select Morality, or roll 3d6. The GM should modify for non-humans. The GM may adjust Morality to reflect actions.

03-04 DIABOLICAL

One who obeys laws only if convenient and never feels guilt. There is no act of depravity he will not commit for personal advantage.

05-07 UNSCRUPULOUS

One who is rarely troubled by guilt or influenced by right/wrong. He behaves in whatever manner suits his objectives. His ethics may be based on a principle such as "survival of the fittest".

08-10 CORRUPTIBLE

A moral chameleon who probably ascribes to some kind of ethical code, but will do almost anything for pleasure or profit. The corruptible character tends to view law/authority as unreasonable constraints on his freedom, and will bend/break rules with little regard for moral consequences.

11-13 LAW-ABIDING

One who respects law/custom and strives to maintain high moral standards, but often lapses. He will usually keep his word, try to avoid harming others, but has little difficulty committing violence in a "just" cause. He can be inspired to virtuous behaviour, and suffers from guilt when he sins.

14-16 PRINCIPLED

The character is reluctant to cause suffering. When he sins, he is troubled by guilt and will try to improve. Although he is honourable and dutiful, he is capable of vanity, greed and hatred.

17-18 EXEMPLARY

One who is motivated by the desire to be kind, fair and honourable, regardless of personal cost. May be prideful and hard to get along with.

PSYCHE [1d1000]

This space on the Profile is to record invented or randomly generated personality traits:

001-030	Acrophobia (fear of heights)
031-040	Agoraphobia (fear of open spaces)
041-042	Ailurophobia (fear of felines)
043-044	Algoraphobia (fear of pain)
045-049	Aphasia (language disorder)
050-059	Arachniphobia (fear of spiders/etc.)
060-074	Astraphobia (fear of thunder/lightning)
075-084	Autophobia (aversion to solitude)
085-086	Bulimia (eating mania)
087-121	Claustrophobia (fear of confinement)
122-126	Cynophobia (fear of canines)
127-151	Demophobia (fear of people/crowds)
152-156	Dyslexia (reading/learning disorder)
157-161	Equiphobia (fear of horses/etc.)
162-166	Florophobia (aversion to plants)
167-171	Gamblamania (gambling mania)
172-176	Genophobia (fear of sex)
177-181	Guilt Complex (irrational guilt)
182-196	Haemophobia (fear of blood)
197-201	Heliophobia (fear of the sun)
202-211	Heptephobia (aversion to bodily contact)
212-231	Hydrophobia (fear of water/drowning)
232-236	Hypnophobia (fear of sleeping/dreams)
237-266	Hypocondria (Imagined illneses)
267-286	Insomnia (sleep disorders)
287-291	Kleptomania (compulsion to steal)
292-296	Kronophobia (fear of aging)
297-311	Martiophobia (avertion to weapons/combat)
312	Masochism (enjoys pain)
313-317	Megalomania (exaggerated self-worth)
318-322	Melancholia (irrational moodiness)
323-332	Musophobia (fear of mice/rodents)
333-342	Neophobia (fear of innovation/the new)
343-352	Nyctophobia (fear of the dark/night)
353-367	Ophidiophobia (fear of snakes)
368-377	Patriphobia (fear/aversion to authority)
378-382	Persecution Complex
383-402	Phenophobia (fear of the supernatural)
403-407	Photophobia (aversion to light)
408-412	Polydipsia (constant thirst)
413-414	Poriomania (traveling mania)
415-419	Psychopathy (cannot tell right from wrong)
420-429	Pyromania (fascination with fire)
430-444	Pyrophobia (fear of fire)
445-446	Sadism (pleasure from inflicting pain)
447	Schitzophrenia (split personality)
448	Sex Mania (insatiable sexual lust)
449-453	Sitophobia (aversion to eating/food)
454-473	Sonambulism (sleepwalking)
474-478	Thanatophobia (fear of death)
479-488	Theophobia (fear of the divine)
489-493	Toxicophobia (fear of being poisoned)
494-508	Violent Temper (loses control)
509-523	Xenophobia (aversion to strangers)
524-533	Yael/Lunaphobia (fear of the moon)
534-543	Zoophobia (fear of animals)
544-599	Multiple Traits (roll twice more)
600-000	No Traits/Peculiarities

A phobia is an irrational fear/aversion. When a phobia is likely to be stimulated by an appropriate situation, the GM tests the character's Will to determine if he succumbs. If relief is impossible, he may faint, become hysterical or go berserk. PCs should act out any manias/etc. If a PC's actions do not reflect his obsession, the GM may inject appropriate effects.

DEITY [Choice]

The god or goddess worshipped (however laxly) by the character. While they may respect and acknowledge the existence of any number of gods, characters may only follow one, although it is possible to change religions. A brief description of the ten principal deities can be found under Religion.

Option: The GM may allow characters to ascribe to more than one deity at a time. If this is done, a separate piety point total (below) must be kept for each god/goddess. Never, however, should it be possible to be a priest of more than one deity.

The character chooses his religion from the options described by the GM. The character must have been exposed to the chosen religion. Region, culture and social class must be considered. Most people tend to follow the gods of their fathers. See Religion.

The Morality of the worshipper should match that of the worshipped. The following is a rough guide to the Morality required for a character to be accepted (normally) by the ten major deities of Lythia. The churches, possibly unaware of a character's true morality, may be fooled. Peoni will accept worshippers of almost any Morality, but will expect those with low Morality to quickly reform their ways.

DEITY	MORALITY
Agrik (evil god of war and fire)	03-13
Halea (goddess of wealth and pleasure)	05-16
Ilvir (craven god of sorcerous beasts)	05-16
Larani (lady of paladins)	08-18
Morgath (evil god of the undead)	03-07
Naveh (god of thieves and assassins)	03-10
Peoni (lady of healing and virtue)	08-18
Sarajin (viking god of battles)	05-16
Save-K'nor (wise god of riddles)	08-18
Siem (god of dreams, elves & dwarves)	11-18

PIETY [5d6]

Piety may be thought of as a character's standing with his deity and is measured in Piety Points (PPs). The number of PPs determined here is the opening Piety level, which will increase and decrease in the course of play. If a PC insists on choosing a deity inappropriate to his Morality, reduce opening Piety by 1d6 or 2d6.

Piety means different things to different gods; a pious act that is likely to please Peoni, is not likely to find much favour with Agrik, Morgath, or Naveh. Piety also has little to do with Ritual (cleric) skill; the possibility for an impious (corrupt) priest exists. Rules on the accrual and expenditure of Piety are covered in the section on "Religion".

NOTE

At this stage, basic character generation is complete. Before proceding to the next step (assignment of skills) the GM in particular and the players in general should be familiar with the working of the Harnmaster Skills System. The following four pages are GM notes on character development.

CHARACTER DEVELOPMENT

The following sections provide GM guidelines in the area of character generation and pregame development. Some suggestions to save time and make things run more smoothly are given.

OCCUPATIONS

The GM should note that there are no "character classes" in this system. A character's skills and abilities are not restricted by arbitrary classifications. Nothing prevents a member of the Shek-Pvar from having weapon skills, or any other skills; nothing prevents a priest of Larani from being a "thief", except perhaps the displeasure of his deity. To a large degree, a character's occupation(s) will be determined by his natural abilities, actions, and desires. However, the opportunities presented by his birth, his parents' status, wealth and power will influence his initial skills and early life. This is handled by the concepts of family skills, apprenticeships, and pregame.

Ultimately, assigning PC occupations is really a matter of taste. If a player really wants to play a sorcerer, priest, or warrior, perhaps the GM should try to accommodate him. However, many players derive great enjoyment from overcoming the handicaps of low birth, rising to become a knight and/or important official, when they are born the sons of slaves, thralls or serfs. If only for variety, the GM may encourage some player-characters to follow occupations such as weaponcrafter, mercantyler, pilot, herald, or physician. The detailed Harnic environment and Harnmaster rules allow these roles to be played with great enjoyment.

BRINGING CHARACTERS TO HARN

GMs who have been other rule systems may have stables of existing, favourite NPCs, and some players will want to use established, well-developed characters on Harn. You should avoid converting characters created by other systems until you are familiar with the Harnmaster rules involved. Characters must be made consistent with their new environment and rules. If this seems like too much trouble, generate new characters.

If conversion seems viable, fill out the Harnmaster Profile one attribute at a time; for each attribute, check to see if there is a reasonable equivalent on the old system profile. If there is, and the attribute was originally generated in the same way as the equivalent Harnmaster attribute, it can be transferred directly. If not, translate as follows:

Original	Harnmaster	Conversion
3d6	1d100	Multiply by 5
1d20	3d6	No change
1d100	3d6	Divide by 5

Use an approximation if there is no direct equivalent. The name of the attribute is not a sure guide; its function is more important. In some systems, the attribute Intelligence determines ability to use magic and is better translated as AURA. If there is neither a direct equivalent, nor a good approximation, the attribute should be newly generated.

BASIC CHARACTER GENERATION

The first order of business is for the players to generate characters. If there is more than one player it may be a good idea to generate all characters simultaneously to avoid boredom. This compromises confidentiality, but is better than making people leave the room or sit idle.

GROUPS & FAMILIES

If the players are to be an adventuring team it may be desirable to make their characters siblings or childhood friends. This will explain how they know each other, and will give them a common bond when they play. If they are related by blood, their social and economic backgrounds will be similar. This means that attributes such as Birthplace, Social Class, and Parent Occupation need be rolled only once.

Other attributes are generated separately or each individual. The quickest procedure is as follows:

[1] If necessary, explain that the basic objective of character generation is to randomize various attributes, etc.

[2] Give the players blank character profiles and the necessary dice (3d6 and 1d100). 1d12 and 1d30 will also be needed at one point.

[3] Explain dice rolling, and other conventions - what to do if the dice land cocked or on two surfaces, how to round fractions, etc.

[4] Establish a sequence for players to roll in turn. Insist that they do not roll out of turn because this tends to cause confusion.

[5] Follow the character generation procedure one attribute at a time around the table.

It helps to keep everyone involved in the same thing at the same time. This saves having to explain things twice because someone was not listening. It is the responsibility of the players to listen to you; if they miss something because they were not paying attention, it will cause them problems later on.

It is always best if the GM keeps duplicates of PC profiles. This is some security against the "I've lost my profile" syndrome, and encourages honesty in recording data. In addition, it will save you from constantly having to ask the players for information on their characters. This is useful if you want to cultivate the illusion of GM omniscience.

CULTURAL BACKGROUND

It is important that the players know something about the culture their characters have been born into. The name, nature, and a rough history of the state, district, and settlement where they live should be given. Occupation and Social class help to determine the detail to be made available; a noble generally knows more about the kingdom's politics than would a peasant. Everyone will know basic facts such as the national and local lords and the type of government. Characters also have an idea of how their society functions; if they are from a feudal society, they should know roughly how feudalism works and their places within the structure. A short seminar can be given to impart necessary background to the players.

If you are using modules of the Harn/Lythia system, background information can be provided by directed reading as needed. You should pause play when you feel that a player is about to commit an error which he should know enough to avoid. Serfs know that it is hazardous to call a knight "pimplehead" rather than "m'lord". After a few sessions, players should no longer need such assistance. Their errors will become the kind that their characters might reasonably make.

FAMILY BACKGROUND

It is often important for characters to know more about their family than basic generation will provide. Many PCs begin play by leaving home and care little about such details, but some do. As a general rule, you can randomly generate whatever family information is requested by expanding on data already implied by a character's birth generation. Once familiar with the the social structure you should have no difficulty inventing colourful background. Just remember to record the details as necessary.

For example, a closeted skeleton or black sheep in the family may appeal to you. A missing father, uncle, or cousin may be of long term interest. Character Generation can suggest many intriguing possibilities. Feel free to develop your own ideas, but do not force the players to search for that long lost sister if it does not interest them. You may encourage player characters to keep in touch with their families, and to find out as much as possible about them, but the effort is sometimes futile.

GENEOLOGIES

When detailed family background seems necessary or is requested, you may wish to devise a family tree, make notes on other clan members, and so on. Such records will avoid later contradictions, and may serve as inspiration for an adventure or two. It is usually best to postpone creation of such background, until you can spend some time alone. A complete geneology and family history may be presented at a later date.

INHERITANCE

In most of Harn and western Lythia inheritance customs have developed from Khuzan Law. If a family/clan owns anything worth having, the adult clan members assemble in a succession council to choose heir(s). If the deceased left a will, it is given considerable weight, and the spouse of the deceased, who presumably best knew his mind, usually has great influence. In nuclear families, the usual successor is the spouse, who may decline in favour of a child. Wills often specify that some portion of the estate go to the child(ren) of the deceased, especially if the widow/widower remarries.

In small clans, especially those with land, the estate usually passes to the eldest child, although there is a predjudice against female inheritance in many regions. If the eldest heir is feeble-minded or disinclined to lead, the second eldest will inherit, and so on. If there are no direct heirs, the closest relative usually inherits. In extended clans the same tendencies prevail, but intrigue often determines the succession. Clan members may form factions behind the leading candidates, and succession is frequently determined by the achievements and reputations of the heirs. However, if there is no clearly superior candidate, the eldest son will generally inherit.

The customary age of inheritance and majority is 21. Younger offspring may inherit, although the estate is generally managed by a guardian or regent, usually an older relative, until the heir achieves this age. In cases where the clan/family has a leige lord from which its land is held, by feudal custom, he will be the guardian until the heir comes of age.

There is a definite desire in most families to keep the estate in one piece. Younger children may, however, claim an inheritence in most cases. Younger sons who marry and plan to follow the same occupation as their father are generally helped to establish new households nearby. Naturally, the more sons there are, the less will be available for younger siblings. It is customary for the principal heir to retain ninety percent of the estate. If the family is poor, younger sons will have little choice but to seek their fortunes elsewhere.

Daughters are more likely to be provided with a dowry and to marry out of family, than to inherit as principal heir. If a woman is the principal heir, any who would wed her must contribute a "brideprice" this is, in effect, a dowry. With wealthy clans the dowry or brideprice is usually substantial. Unmarried daughters or sons are supported by the family, while the clanhead tries (often desperately) to find them husbands or wives. Most are wed before they reach twenty one. Some women choose to make their own ways in the world rather than submit to the traditional constraints of their society. Most female PCs fall into this category.

If a character's clan has something worth inheriting, the possibilities for family intrigue and sibling rivalry are endless. If the clan is large, a character may involve himself with a faction in the hope that by supporting a successful heir he may earn favours later. Some characters may even be in a position to inherit themselves, if they can prove themselves worthy.

THE PREGAME

The pregame is action that precedes the onset of actual play, and compresses several years into a series of quick decisions. The purpose is to give the character an idea of what he has done with his life so far and to develop some skills. Every GM has his own style when it comes to pregames. There are a vast number of possible outcomes for any character, so it is only possible to give guidelines.

There are several options for running a pregame. The rules dealing with the initial assignment of skills may be enough pregame for you and your players. They do the basic job, but some people want a more realistic feel to the process.

In essence, the pregame begins when character generation has ended and you tell a player, "You are fourteen years old. What do you want to do now?" From this point anything reasonable can happen. A character's options are to a large degree based on the status of his birth.

UNFREE CHARACTERS

While the unfree, rural peasantry (serfs, cottagers, villeins, etc.) are the backbone of the economy and account for most of the medieval population, their social position is the most fixed of any class.

Even if a PC comes from a family of wealthy, privileged villeins, the "aristocracy" of the unfree peasantry, he will not likely wish to remain on the farm to raise oats, sheep and babies for the rest of his life. An unfree person must obtain permission from his lord to (legally) leave. Generally, only a lord with a labour surplus will allow able-bodied, serfs to depart without compensation for the loss of their labour. If the character's family cannot afford to buy him free, his options are to run away, or in some way to win the favour of the lord and be granted freedom.

Runaways are usually pursued. A tenant is a valuable asset and lords do not take such losses lightly - it sets a bad example. If the miscreant is caught, his punishment is severe, at least a public flogging, even death. Most lords dispatch rider(s) along main roads, send word to nearby manors, and post watches where the runaway could find sanctuary. Most runaways (but not necessarily most PCs) make for the closest mine or town and are caught before they arrive.

CHARTERED FREETOWNS

If a runaway reaches a freetown, his lord may obtain a warrant from the local authorities to recover him. If the runaway remains uncaught (and does not starve) within a freetown for a year and a day he may have himself declared a freeman by the town authorities. Note: not all towns are freetowns. Fleeing to a town held by a feudal lord is very foolish.

THE MINER'S GUILD

Mines need not surrender their employees, although they may, if they wish to stay on good terms with the lord involved, or if the runaway is accused of a serious crime. The Guild has its own courts which may try the offender and surrender him to his former master. Someone employed by the Guild for two years and a day is declared a freeman.

CHURCH SANCTUARY

Runaways may claim sanctuary at recognized religious institutions. However, unless the runaway is accepted into training for the priesthood, there is no "statute of limitations" on church sanctuary. The instant the miscreant steps off consecrated ground, he is again subject to arrest. Stubborn lords have been known to have a church watched for several years, and there are a few cases in which ruthless lords have violated church property to recover fugitives. Persons not wishing to enter the priesthood can often find better refuge. Those who apply for sanctuary will be heard by the chief priest or before a tribunal. Churches may deny sanctuary, and if the miscreant has committed a serious crime during his escape, he will usually be surrendered.

EVADING PURSUIT

Even if a runaway does not find sanctuary, serious pursuit is generally called off after fifteen days. Some lords will continue to seek the miscreant for years and there are bounty hunters. In most cases, however, unless he committed some other crime in the course of his escape, and if he puts enough distance between himself and his former home, the runaway will be reasonably safe after a month, and can try to find shelter, seek a job, become a brigand or hermit, or try other means to retain his life and freedom.

When a player generates an unfree character he may be asked, "You are fourteen, the son of an unfree peasant with few prospects. You may remain on the manor, improve your family skills, perhaps join the militia for a few years, or you can run away." The player may ask for more details, which you can provide. It might be possible to acquire some hunting skills (from poaching) by remaining. Even if the character opts to remain with his family he will almost certainly wish to depart by age 20.

Running away may be an adventure in itself, but do not get distracted. Characters in their early teens generally lack the skills to play well, and it is a bad idea to kill or maim PCs during the pregame, unless they persist in gross stupidity.

FREEHOLDERS AND YEOMEN

The child of a free tenant farmer does not need the permission of his landlord to leave, although he may seek the blessing of his family. Many freehold farmers are economically worse off than villeins or cottagers, so the impetus to leave may be greater, especially in large families where there is little chance of inheritance.

Except that there is no one chasing him, the son of a freeholder who leaves the land is in much the same position as the runaway serf. Most will make their ways to towns where "the streets are paved with gold". There, they drift from one menial labouring job to another, or settle on an occupation so low on the socio-economic ladder that no one else wants to do it (scavenger, beggar, prostitute, etc.). Such folk swell the ranks of the urban poor, a pool of surplus labour to be exploited by the middle and upper classes and the Lia-Kavair. Fortunately, PCs often have more initiative and can rise above the norm.

Like the unfree, freehold peasants may remain with the family for a few years to acquire skills that are available locally. They too may (often must) join the militia. Some freehold farmers are yeomen (freemen who hold their land in exchange for military service) and their choice of weapon skills is greater.

THE URBAN POOR

Characters in this class, whether they generated urban poor characters or abandoned the rural life in the pregame, may have family skills which are worth improving. Most, however, will seek to better their lots by seeking admittance to a guild.

GUILDS

The guilds vary in accessability. The children of guildsmen have the option to apprentice within their parent's guild, further developing their family skills. A guildsman may be able find an opening for his child in some other guild. Although harder, it is possible to enter a guild without such advantages for any of the following reasons:

[1] It may be possible to impress the guild authorities or a master of the guild with one's suitability for membership. A high Skill Base in the skills used by the guild, may obtain probationary apprenticeship.

[2] It is possible to buy an apprenticeship. The usual charge is one year's earnings for a Bonded Master, in advance. The apprenticeship will be probationary, and the apprentice will be subject to dismissal without refund if he fails to please.

[3] Shortages of guildmembers occur, especially in guilds with itinerant members such as the Seamans' Guild. If there is a shortage, unskilled individuals may be taken into the guild.

APPRENTICESHIPS

Joining a guild is a commitment to serve as an apprentice for (generally) four to seven years. Apprentices are unpaid, but are provided with room and board and (occasionally) with token spending money. The Occupational Skills Table (Skills 4) gives the skills acquired when the apprenticeship is completed.

JOURNEYMEN

A PC usually serves his apprenticeship in the pregame, and begins play as a journeyman. The status of this rank depends on the guild. A journeyman may do and go where he pleases. He is supposed to travel and has the right to seek employment from masters of his guild, and further develop his skills. Journeymen from different guilds often travel together and may be sidetracked...

THE LIA-KAVAIR

Whether they know it or not, most town dwellers will eventually come into contact with the Lia-Kavair, the "Thieves Guild" of western Lythia. This organization of semi-autonomous miscreants is not particularly hard to find, but may be hard to join. They operate and control a variety of illicit activities, including prostitution, gambling, and pursecutting rings. In some communities they have a fairer side as well, providing the only effective protection to those unable to guard themselves, although this aid tends to be paternalistic, and may be only a "protection racket".

The "masters" of this secretive guild are sometimes willing to hire apprentices, new faces unknown to the local authorities or to their rivals. Most often they are initially trained and employed as pursecutters. If a PC is accepted into the Lia-Kavair and can stay alive and maintain his freedom, he can acquire some useful skills. The GM will have to outline the nature of the organization joined. This may range from a quasi-benevolent "family" to a vicious gang of cutthroats run by a remorseless psychopath. Some personality development of "guild officers" is in order. The master will feed and clothe those under his protection.

LIA-KAVAIR SKILLS

The Occupational Skills table lists common skills acquired by serving an apprenticeship in the guild of thieves. The notion of completing an apprenticeship in a single locale does not necessarily apply. Generally, someone who has been employed by the guild for some years will be "encouraged" to leave when his face becomes too well known, or if he begins to show too much initiative. The most talented apprentices may be offered promotion, but most will be asked politely (at first) to seek their fortune elsewhere. Some simply disappear.

If an apprentice serves well, his former master may give him a letter of introduction (or some other token) to help find employment with a gang in another town. It is considered very poor ethics (not to mention highly dangerous) to work for another master in the same town. Gangs often welcome local deserters, but the deserter's former boss may take drastic action to preserve his honour (and secrets). A few apprentices form their own gangs. This is dangerous; most such attempts are made in small "unorganized" settlements some distance away.

FEUDAL NOBILITY

Most noble sons are fostered with a relative or leige from the age of fourteen to eighteen, sometimes in a distant locale. They will serve as squires to their foster father, and are taught the skills of knighthood. These skills are listed on the Occupational Skills Table.

At eighteen, sometimes sooner, they will generally enter an appropriate occupation. Almost any career is open, although most occupations will be considered beneath their status. The eldest son and/or presumed heir will be taught the skills of managing the family estates. Younger sons will be encouraged to join the church or a fighting order. Some join the College of Heralds.

Daughters are rarely fostered; they generally remain at home learning the skills of a lady, and are often married off to forge alliances and further political ends at an early age.

Knighthood is not usually granted until the age of majority (21) and may be delayed beyond this. The common practice is for the foster father to bear the considerable expense of outfitting the new knight with appropriate weapons, armour, and steed. It is considered a breach of etiquette for a father to directly finance his own son's knighthood, although most will reward the foster father with an appropriate gift or two.

TRIBESMEN

Some characters may be born into an "uncivilized" tribe. At first glance this may seem to be a rather dull existence, but such is not the case. For an aggressive warrior, the possibilities for upward mobility are very good. Arlun, a famous warrior chieftain of the Kubora nation of Peran in northwestern Harn, conquered and founded the present Kingdom of Rethem less than a century ago.

Even if they never duplicate this feat, player characters who crave wilderness adventure and minimal social or political restraints, may find happiness raiding other tribes, attacking caravans, or in a host of other similar activities. They may journey to civilized regions, offering their services as gladiators or mercenaries. A group of PCs who are all members of the same tribe can have interesting times.

Tribesmen are taught appropriate warrior and wilderness skills. Shortbow, Spear, Dagger, Stealth, Tracking, Survival, Foraging, Fishing, and Weatherlore are generally taught to OML + SB. Horsemanship may be appropriate for some tribes and the Yarili of Ivinia would also open Skiing. The specific occupation of a tribesman may vary these skills at GM discretion. Tribesmen also receive five (5) option points which may be used to improve any open skill by SB1, or open relevant skills such as specific Animalcrafts, Timbercraft, Woodcarving, etc.

* * *

ASSIGNMENT OF SKILLS

This section is used to determine what skills are possessed by a newly generated character when he begins play. Anyone unfamiliar with the workings of the Harnmaster Skills system should read Skills 5 to 18 before proceeding.

All characters possess skills which are recorded on the Character Profile. Each character begins play with a selection of skills already open. Some skills are universal, some depend on social background, some are common, and some are rare. There are no arbitrary limits to the number or combination of skills (there are no character "classes"). Most characters will specialize in the skills for which they have natural affinity, because each skill requires time and effort to develop. The chance of two characters beginning play with exactly the same selection of skills and opening mastery levels is very remote.

Available skills are listed on the SKILL DATA TABLE. If possible, make a copy of this table available to the players. For each character, the following skills are assigned before play begins:

[1] Automatic Skills
[2] Family Skills
[3] Occupational Skills
[4] Optional Skills

RECORDING SKILLS

When a skill is opened, it is recorded on the Character Profile under the appropriate category of Physical, Communication, Craft/Lore, etc. There is space for [1] the name of the skill, [2] the Skill Base (SB), and [3] the character's Mastery Level (ML), which may change during play and should be entered in pencil.

AUTOMATIC SKILLS

Everyone has the same automatic skills. They are already entered on the Character Profile and marked in block capitals on the Skill Data Table. The SB for each automatic skill should be calculated and recorded. The OML of all automatic skills are shown on the Skill Data Table. Native Tongue, Ritual, and Psionic Talents are special cases.

NATIVE TONGUE

The OML for native tongue is determined by the character's social class and/or occupation and will be a number plus his base:

Serf/Slave/Urban Poor	SB + 50
Guildsman/Military	SB + 60
Cleric/Nobility	SB + 70
Scholar	SB + 80

RITUAL

Most characters possess a rudimentary knowledge of their own religion, enough to attend and participate in church services without seeming too ignorant. For this reason, Ritual is treated as an "automatic skill" with an OML of SB1. If the character's culture, social class, or family is areligious, then Ritual may not (GM discretion) be automatic.

PSIONIC TALENTS

These are psychic abilities with which some characters are born. This is determined by a character's Aura. Characters with an Aura of twelve or less will begin play with no psionic talents. For each point of Aura above 12, they roll once on the table below. For example: a character with an Aura of 14 would have two talent rolls.

01-09	Clairvoyance	55-62	Prescience
10-14	Disembodiment	63-71	Psychometry
15-24	Healing	72-77	Pyrokinesis
25-29	Hex	78-86	Sensitivity
30-37	Medium	87-91	Telekinesis
38-45	Mental Bolt	92-00	Telepathy
46-54	Negation		

The first time a talent is generated, it is opened at SB1. If the same talent is generated a second time, the OML is inceased to SB2, and so on. For example, a character with an Aura of 15 has three rolls. If he generates Mental Bolt once, and Healing twice, he would have the first talent open at SB1, and the second at SB2.

FAMILY SKILLS

Most people who live in a family for fourteen years are going to pick up some knowledge of what the family does. A few occupations (such as unskilled labourer) do not have any skills associated with them, and some skills may not be passed down; prostitutes, for example, will not usually teach their "art" (Lovecraft) to their children. However, in most cases, family background will allow a character to open all skills listed on the Occupation Skills Table for the family occupation. These are NOT opened at the OMLs given on that table, but rather at the OMLs given on the Skill Data Table. For example, the son of an Apothecary would open Herblore, Alchemy, Mathematics, and Physician all at SB1. Any script learned before play begins is opened at SB+70.

OCCUPATIONAL SKILLS

Once family skills have been assigned, it may be assumed that the character has reached the age of about 14. Characters now acquire occupational skills. Family background is important at this point since characters may wish to pursue options made available by family connections. On the other hand, characters who do not like their prospects at home, will probably leave. See: character development section (Character 9-12) for more information.

APPRENTICESHIPS

The simplest way to assign occupational skills is to allow each player to complete ONE apprenticeship. We use the term apprenticeship in a broad sense, applying it to the training phase of any occupation. All characters may automatically serve an apprenticeship in their family occupation. If this does not interest them, the GM may roll 1d100 on the Occupation Skills Table and "offer" the character the apprenticeship generated. Alternatively, the character may express an interest in a specific occupation, and the GM may allow this or not as he wishes.

The GM must use discretion when generating or allowing apprenticeships. Only under very exceptional circumstances could the son of a serf train as a knight.

OCCUPATIONAL SKILLS TABLE

The Occupational Skills table is used (as a guide) to assign skills and their OMLs after an apprenticeship is completed. The name of the occupation is shown in the left column. It may be assumed that it takes 4-7 years to complete a apprenticeship, varied at GM discretion.

The table lists the skills which are automatically opened upon completing the apprenticeship. The number after each skill is the OML, given as a multiple of the character's Skill Base. Hence, after apprenticing as clothier, a character would have Textilecraft SB4, Hideworking SB3, and Jewelcraft SB2. Many occupations allow characters to open weapon skills by serving in the Militia.

OPTIONAL SKILLS

Having served an apprenticeship, characters now acquire optional skills and/or further develop the skills already open. All characters have five (5) option points which may be expended as follows:

OPTIONAL NEW SKILLS

For each option point expended, characters may open any skill compatible with their social class and pregame experience to the OML given on the Skill Data Table.

IMPROVING OPEN SKILLS

For each option point expended, characters may improve any open skill (including any that have just been opened) by SB1. No skill may be improved more than ONCE in this way.

Once option points have been expended, the character generation phase is completed. Characters will now be 18-21 years old. Additional background may be added now or later, equipment and funds allocated, and the combat profile completed as needed.

EQUIPMENT & FUNDS

At the conclusion of the pregame, the GM should assign to each character the equipment with which he will begin play. Initial possessions cannot be randomly determined. They are dependent on the type of career so far pursued by the character, his family background, and so on. They are, therefore, a matter of GM discretion.

CASH FOR NEW CHARACTERS

It is common for an apprentice to try to save whatever meagre funds he acquires, but saving is difficult for someone living in a state of poverty. For the sake of simplicity, it may be assumed that the typical new journeyman has cash equivalent to 1-3 months wages for a journeyman in his field. This depends on whether his master was mean or generous. Characters who have served in the military may have accumulated 1-3 months wages, and may be entitled to a month's wage as a mustering out bonus. Where an occupation does not pay cash in the normal sense, the GM may base cash savings on an "equivalent" guild. The GM has the option to take the character's Will into account when determining what percentage of income has been saved.

CLOTHING/ARMOUR

A typical character will possess a well worn, but servicible set of clothes suitable to his profession. In most cases, clothing consists of an assortment of cloth and hide. Tunics, hose, etc. are most common. Regular soldiers will probably have armour suitable to the rank attained. Enlisted men are equipped according to the needs of their unit, usually with light armour. Knights may have mail, quilt, etc.; this depends on the wealth of the individual granting knighthood.

TOOLS

A journeyman will usually begin play owning the portable tools of his trade; he is, after all, expected to travel. A journeyman weaponcrafter will probably have his own hammers (etc.) but will not carry an anvil or forge on his back. Warriors will usually possess two or more weapons, suitable to rank. A spear and shield, possibly a shortsword are, by far, most common for enlisted men. Officers, knights, etc., may own any reasonable selection of perhaps four weapons. Almost everyone will own a knife/dagger, fire-making tools, and the like.

FAMILY RESOURCES

When a character begins journeying, or a child leaves home, it is common for the parents to provide a cash stake. This depends on Estrangement and parental wealth. For a character of average Estrangement, a gift of one month of his father's earnings is common. In poor families, this may place a severe burden on the family, and may be declined by the child for this reason.

SUMMARY

In general, most characters will begin play in a condition of actual or impending poverty. They will have enough resources to avoid starvation and death from exposure for a month or two, but rarely will they have enough to survive beyond this if they do not find employment (or get lucky). They should, however, have the skills, and hopefully the wit, they will need to survive.

◇ SKILL DATA TABLE

PHYSICAL SKILLS **

SKILL	BASE ATTRIBUTES [Sunsign +]	OML
Acrobatics	Str Agl Agl [Nad+2; Hir+1]	SB1
CLIMBING	Str Dex Agl [Ula/Ara+2]	SB4
Dancing	Dex Agl Agl [Tar+2; Hir/Tai+1]	SB2
JUMPING	Str Agl Spd [Nad/Hir+2]	SB4
Legerdemain	Dex Tch Tch [Sko/Tai/Tar+2]	SB1
Seamanship	Str Dex Agl [Lad+3; Mas/Sko+1]	SB1
Skiing	Str Dex Agl [Mas+2; Sko/Lad+1]	SB1
STEALTH	Agl Tch Wil [Hir/Tar/Tai+2]	SB3
Swimming	Str End Agl [Sko+1; Mas/Lad+3]	SB1
THROWING	Str Dex Eye [Hir+2; Tar/Nad+1]	SB4

COMMUNICATION SKILLS

SKILL	BASE ATTRIBUTES [Sunsign +]	OML
AWARENESS	Eye Hrg Smt [Hir/Tar+2]	SB4
INTRIGUE	Int Aur Wil [Tai/Tar/Sko+1]	SB3
LANGUAGE^{X}	Int Wil Wil [Tai+1]	+
Lovecraft	Cml Tch Voi [Mas/Ang+1]	SB3
Musician^{X}	Dex Hrg Tch [Mas/Ang+1]	SB1
ORATORY	Cml Voi Int [Tar+1]	SB2
RHETORIC	Voi Int Wil [Tai/Tar/Sko+1]	SB3
RITUAL	Voi Voi Int [Tar+1]	SB1
Scripts^{X}	Int Int Wil [Tar/Tai+1]	*
SINGING	Hrg Voi Voi [Mas+1]	SB3

CRAFT & LORE SKILLS **

SKILL	BASE ATTRIBUTES [Sunsign +]	OML
Acting	Agl Voi Int [Tar/Tai+1]	SB1
Agriculture	Str End Wil [Ula/Ara+2]	SB2
Alchemy	Smt Int Aur [Sko+4; Tai/Mas+2]	SB1
Animalcraft^{X}	Agl Voi Wil [Ula/Ara+1]	SB1
Astrology	Int Int Aur [Tar+1]	SB1
Brewing	Smt Smt Tch [Sko+4; Tai/Mas+2]	SB1
Carpentry	Str Dex Tch [Ula/Ara+2]	SB1
Cartography	Int Eye Tch [Sko/Tai+1]	SB1
Ceramics	Dex Tch Tch [Ula/Ara+2]	SB1
Cookery	Smt Smt Tch [Sko+1]	SB3
Drawing	Eye Eye Tch [Sko/Tai+1]	SB2
Embalming	Dex Smt Tch [Sko/Ula+1]	SB1
Engineering	Dex Int Int [Ula/Ara+2; Fen+1]	SB1
Fishing	Dex Tch Wil [Mas/Lad+2]	SB2
Fletching	Dex Tch Tch [Hir+2/; Tar/Nadai+1]	SB1
Foraging	Eye Smt Int [Ula/Ara+2]	SB2
Glassworking	Dex Dex Tch [Fen+2]	SB1
Heraldry	Wil Eye Tch [Sko/Tai+1]	SB1
Herblore	Smt Tch Int [Ula+3; Ara+2]	SB1
Hideworking	Dex Smt Tch [Ula/Ara+1]	SB1
Jewelcraft	Eye Tch Wil [Fen+3; Tar/Ara+1]	SB1
Lockcraft	Dex Tch Wil [Fen+1]	SB1
Masonry	Str Dex Tch [Ula/Ara+2]	SB1
Mathematics	Int Int Wil [Tai+3; Tar/Sko +1]	SB1
Metalcraft	Str .Dex Tch [Fen+4; Ahn/Ang+2]	SB1
Milling	Str Smt Tch [Ula+1]	SB1
Mineralogy	Str Eye Int [Ula/Ara+2; Fen+1]	SB1
Perfumery	Smt Smt Int [Hir/Sko/Tar+1]	SB1
Physician	Tch Tch Int [Mas+2; Sko/Tai+1]	SB1
Piloting	Eye Tch Int [Mas+3; Lad+5]	SB1
Shipwright	Str Dex Int [Lad+4; Mas+2]	SB1
Survival	Str Dex Int [Ula+2; Ara+1]	SB2
Textilecraft	Dex Eye Tch [Ula/Ara+1]	SB1
Timbercraft	Str Dex Agl [Ula+4; Ara+2]	SB1
Tracking	Eye Hrg Smt [Ula/Ara+4]	SB1
Weaponcraft	Str Dex Tch [Fen+4; Ahn/Ang+2]	SB1
Weatherlore	Eye Smt Tch [Hir/Tar/Mas/Lad+1]	SB1
Woodcarving	Dex Tch Wil [Ula+3; Ara/Lad+1]	SB1

PSIONIC TALENTS **

TALENT	BASE ATTRIBUTES [Sunsign +]	OML
Clairvoyance	Aur Aur Wil [Tai+1]	SB1
Disembodiment	Aur Aur Wil [Hir/Nad+1]	SB1
Healing	Aur Aur Wil [Mas/Sko+1]	SB1
Hex	Aur Aur Wil [Ahn+1]	SB1
Medium	Aur Aur Wil [Tai+1]	SB1
Mental Bolt	Aur Aur Wil [Ahn+1]	SB1
Negation	Aur Aur Wil [Fen+1]	SB1
Prescience	Aur Aur Wil [Tai/Tar+1]	SB1
Psychometry	Aur Aur Wil [Tai/Mas+1]	SB1
Pyrokinesis	Aur Aur Wil [Ang/Ahn/Nad+1]	SB1
Sensitivity	Aur Aur Wil [Tar/Tai+1]	SB1
Telekinesis	Aur Aur Wil [Nad/Ahn+1]	SB1
Telepathy	Aur Aur Wil [Tar/Tai/Sko+1]	SB1

COMBAT SKILLS **

SKILL	BASE ATTRIBUTES [Sunsign +]	OML
UNARMED	Str Dex Agl [Mas/Lad/Ula+2]	SB3
Fighting Claw	Str Dex Dex [Ahn/Nad+1]	SB3
Riding^{X}	Dex Agl Wil [Ula/Ara+1]	SB1
Buckler	Dex Dex Agl [Ula/Lad/Mas+1]	SB3
Kite Shield	Str Str Dex [Ula/Lad+1]	SB3
Knight Shield	Str Dex Dex [Ula/Lad+1]	SB3
Roundshield	Str Dex Dex [Ula/Lad+1]	SB3
Tower Shield	Str Str Dex [Ula/Lad+1]	SB3
Dagger	Dex Dex Tch [Ang/Nad+2]	SB3
Knife	Dex Dex Tch [Ang/Nad+2]	SB3
Taburi	Dex Eye Tch [Ang/Nad+2]	SB3
Keltan	Str Dex Tch [Ang/Nad+2]	SB3
Longknife	Dex Tch Tch [Ang/Nad+2]	SB3
Shortsword	Str Dex Dex [Ang+3; Ahn/Nad+1]	SB3
Mankar	Str Dex Dex [Ang+3; Ahn/Nad+1]	SB3
Falchion	Str Dex Dex [Ang+3; Ahn/Nad+1]	SB3
Broadsword	Str Str Dex [Ang+3; Ahn/Nad+1]	SB3
Mang	Str Str Dex [Ang+3; Ahn/Nad+1]	SB3
Estoc	Str Str Dex [Ang+3; Ara/Fen+1]	SB3
Bastard Sword	Str Str Dex [Ang+3; Ahn/Nad+1]	SB3
Battlesword	Str Str Dex [Ang+3; Ahn/Nad+1]	SB3
Club/Stick	Str Dex Dex [Ula/Ara+1]	SB4
Mace	Str Dex Dex [Ula/Ara+1]	SB4
Morningstar	Str Str Dex [Ara+1]	SB4
Maul	Str Str Dex [Ara+1]	SB4
Sickle	Dex Dex Tch [Ang/Nad+2]	SB2
Shorkana	Str Dex Eye [Ang/Nad+2]	SB2
Hatchet	Str Dex Dex [Ahn/Fen/Ang+1]	SB2
Handaxe	Str Dex Dex [Ahn/Fen/Ang+1]	SB2
Warhammer	Str Dex Dex [Fen+3]	SB2
Battleaxe	Str Str Dex [Ang/Ahn/Nad+1]	SB2
Nachakas	Dex Dex Tch [Hir/Tar/Nad+1]	SB1
Grainflail	Str Dex Tch [Hir/Tar/Nad+1]	SB1
Ball & Chain	Dex Dex Tch [Hir/Tar/Nad+1]	SB1
Warflail	Str Dex Tch [Hir/Tar/Nad+1]	SB1
Whip/Isagara	Dex Dex Tch [Hir/Nad+1]	SB1
Net	Dex Tch Tch [Mas/Sko/Lad+1]	SB1
Javelin	Str Dex Eye [Ara/Fen+1]	SB3
Staff	Str Dex Dex [Ara +3; Ula +2]	SB3
Spear	Str Dex Dex [Ara/Fen+1]	SB3
Trident	Str Dex Dex [Ara/Fen+1]	SB3
Lance	Str Str Dex [Ara+1]	SB3
Glaive/Bill	Str Dex Dex [Ang/Ara+1]	SB2
Poleaxe	Str Str Dex [Ang/Ara+1]	SB2
Falcastra	Str Dex Dex [Ang/Ara+1]	SB2
Pike	Str Str Dex [Ang/Ara+1]	SB2
Shortbow	Dex Eye Tch [Hir/Tar/Nad+1]	SB2
Longbow	Str Dex Eye [Hir/Tar/Nad+1]	SB2
Blowgun	End Eye Tch [Hir+2; Tar/Nad+1]	SB4
Sling	Dex Dex Tch [Hir/Tar/Nad+1]	SB1
Staffsling	Dex Dex Tch [Hir/Tar/Nad+1]	SB1
Crossbow	Dex Eye Tch [Hir/Ula/Fen+1]	SB3

** Skills are subject to Physical Penalties.

^{X} Several skills that must be mastered separately.

+ OML for native tongue varies with social class, see Skills 1. For foreign languages, see Skills 11.

* Open Scripts at SB + 70

ATTRIBUTE ABBREVIATIONS

Agl: Agility	Eye: Eyesight	Str: Strength
Aur: Aura	Hrg: Hearing	Tch: Touch
Cml: Comeliness	Int: Intelligence	Voi: Voice
Dex: Dexterity	Smt: Smell/Taste	Wil: Will
End: Endurance	Spd: Speed	

SUNSIGN ABBREVIATIONS

Ahn: Ahnu	Hir: Hirin	Sko: Skorus
Ang: Angberelius	Lad: Lado	Tai: Tai
Ara: Aralius	Mas: Masara	Tar: Tarael
Fen: Feneri	Nad: Nadai	Ula: Ulandus

1d100	OCCUPATION	OPENING SKILLS
01	Alchemist	Alchemy/4, Mathematics/3, Herblore/2, Mineralogy/1, Physician/1, One Script.
02-03	Animal Trainer *	One Animalcraft/4, Two Animalcrafts/3, Hideworking/2, Riding/2 (if appropriate).
04	Apothecary *	Herblore/4, Alchemy/2, Mathematics/2, Physician/2, One Script.
05	Astrologer	Astrology/4, Cartography/2, Mathematics/2, One Script.
06	Beggar	Rhetoric/4, Intrigue/4, Dagger/4.
07	Cartographer	Cartography/4, Mathematics/2, Drawing/3, One Script.
08-09	Chandler *	Three reasonable crafts at SB3, Alchemy/2, Metalcraft/2, One Script.
10-11	Charcoaler *	Timbercraft/3, Survival/3, Carpentry/2, Metalcraft/2.
12-13	Clothier *	Textilecraft/4, Hideworking/3, Jewelcraft/2.
14-15	Cook *	Cookery/5, Herblore/2.
16	Courtesan	Lovecraft/4, Intrigue/4, Singing/3, Musician/2.
17	Embalmer *	Embalming/4, Carpentry/2, Alchemy/2, Perfumery/2.
18-22	Farmhand *	Agriculture/4, Weatherlore/2, Two domestic Animalcrafts/2.
23-25	Fisherman	Fishing/4, Seamanship/3, Weatherlore/2, Piloting/2.
26	Gladiator	5 weapons/shield to OML+SB, Unarmed/5, Physician/1.
27	Glassworker *	Glassworking/4, Ceramics/2 Alchemy/2.
28	Harper	Singing/4, 3 x Musician/3, Woodcarving/3, One Script.
29	Herald	Heraldry/4, Oratory/4, Intrigue/4, Drawing/3, 2nd Language, One Script.
30-32	Herdsman *	Two Animalcrafts/3, Tracking/3, Survival/3, Foraging/3, Weatherlore/2.
33-34	Hideworker *	Hideworking/4, Textilecraft/2, Alchemy/1.
35-36	Hunter	Tracking/4, 3 Weapons OML+SB, Stealth/4, Survival/4, Foraging/4, Hideworking/2, Fletching/2.
37-38	Innkeeper	Brewing/4, Cookery/3, Rhetoric/4, Intrigue/4, 2nd Language.
39	Jester/Fool	Acting/3, Acrobatics/3, Intrigue/4, Ledgerdemain/3, Oratory/3.
40	Jeweller *	Jewelcraft/4, Metalcraft/2, Mineralogy/2.
41	Knight/Squire	6 weapons/shield to OML+SB, Riding/4, Intrigue/4, Heraldry/3, Musician/2, Physician/1.
42-45	Legionaire	4 weapons/shield to OML+SB, Foraging/3, Survival/3, Heraldry/2, Physician/1.
46-47	Lexigrapher *	Two Scripts, Hideworking/2 (parchment/vellum), Cartography/2, Drawing/2.
48-49	Lia-Kavair	Stealth/4, Intrigue/4, Legerdemain/3, Lockcraft/2, Acrobatics/2.
50	Litigant	Rhetoric/5, Intrigue/5, Oratory/4, One Script, 2nd Language.
51-52	Locksmith *	Lockcraft/4, Metalcraft/3, Carpentry/2.
53	Longshoreman *	Climbing/5, Fishing/3, Seamanship/2.
54-55	Man at Arms	5 weapons/shield to OML+SB, Foraging/3, Survival/3, Heraldry/2, Physician/1.
56-57	Mason *	Masonry/4, Carpentry/3, Engineering/3, Mathematics/2, One Script.
58-59	Mercantyler	Rhetoric/5, Intrigue/4, Mathematics/2, 1 Weapon OML+SB, 2nd Language, One Script.
60-61	Mercenary	4 weapons/shield to OML+SB, Foraging/3, Survival/3, Physician/1.
62-64	Metalsmith *	Metalcraft/4, Mineralogy/2, Weaponcraft/2.
65-66	Miller *	Milling/4, Engineering/3, Agriculture/3.
67	Miner	Mineralogy/4, Engineering/3, Carpentry/2, Metalcraft/2, Jewelcraft/1.
68-69	Ostler *	Horsecraft/4, Hideworking/3, Riding/2 (Horsemanship).
70	Perfumer *	Perfumery/4, Alchemy/2, Herblore/2.
71	Physician	Physician/4, Herblore/3, Alchemy/2, One Script.
72	Pilot	Piloting/4, Seamanship/3, Cartography/3, Weatherlore/3, Shipwright/2, Mathematics/2, One Script.
73-74	Potter *	Ceramics/4, Glassworking/2, Mineralogy/2.
75	Priest	See: Religion 3.
76-77	Salter *	Mineralogy/3, Cookery/4, Survival/3, Fishing/3, Herblore/1.
78-79	Scribe	Two Scripts, Mathematics/2, Drawing/2, 2nd Language.
80-82	Seaman	Seamanship/4, Climbing/5, Club/5, Dagger/4, Fishing/2, Weatherlore/2, Piloting/2, Shipwright/2.
83	Shek-Pvar	See: Shek-Pvar 3.
84-85	Teamster *	Horsemanship/4, Horsecraft/3, Whip/3, Carpentry/2.
86-87	Tentmaker *	Textilecraft/3, Hideworking/3, Carpentry/2.
88	Thespian	Acting/4, Oratory/4, Musician/3, Singing/3, Drawing/2.
89-90	Timberwright *	Timbercraft/4, Survival/3, Carpentry/2.
91	Toymaker *	Woodcarving/4, Lockcraft/2, Drawing/2, Hideworking/2.
92-93	Trapper	Tracking/4, Survival/4, Dagger/4, Club/5, Foraging/4, Weatherlore/3, Hideworking/2.
94-95	Viking	4 weapons/shield to OML+SB, Seamanship/3, Survival/3, Physician/1.
96-97	Weaponcrafter *	Weaponcraft/4, Metalcraft/3, Fletching/3, Mineralogy/2.
98-00	Woodcrafter *	Carpentry/4, Woodcarving/3, Metalcraft/2, Hideworking/1.

* At GM discretion, apprentices may combine this occupation with militia duty.
Militiamen receive Spear/4, Glaive/3, Roundshield/4, and Dagger/4.

Horsemanship: riding skill for horse.
Horsecraft: animalcraft for horse.

For Tribesman, see Character 12.

SKILLS AND TALENTS

Thousands of activities, anything that people do, could be organized as skills. Our object has been to cover the basic needs of role playing within an understandable and expandable system. The skills we have omitted are relatively unimportant to most gamers, but the system is flexible enough to allow the addition of any desired skill. The GM need only determine what attributes/sunsigns are relevant to the skill base and assess an OML.

SKILL BASE [SB]

A character's skill base (SB) represents his natural affinity for the skill. Every time a skill is opened, a character must calculate his own SB for this skill. The Skill Data Table lists attributes for each skill. To find a character's SB, these attributes are averaged (round fractions to the nearest whole number). If an attribute is listed twice, it is counted twice in the calculation. The table also shows astrological SB modifiers. If the character's Sunsign is listed, he increases his SB by the indicated number.

> EXAMPLE: Juryn wishes to calculate his Acrobatics SB. His Strength is 10, his Agility is 14, and his Sunsign is Hirin. His base is determined by adding together "Str Agl Agl" and dividing by 3. This gives a result of 12.66, which is rounded to 13. After a +1 modifier for his sunsign (Hirin), his SB for acrobatics is 14.

Skill Base has two main uses: (1) a multiple of SB is used to determine the Opening Mastery Level (OML) in any skill; (2) to reflect natural aptitude, the SB is added to the character's Development Roll each time he attempts to improve the skill.

MASTERY LEVEL [ML]

ML is a number representing a character's current competence at a specific skill; the higher the number the more skillful. MLs may be improved in the course of play and range from SB to SB+100.

Various activities during play call for the use of skills. When, for example, a character attempts to sneak up on a hostile camp, his Stealth skill is tested to determine how much noise he makes. The BASIC percentage chance of successfully using a skill is equal to (current) ML. When a character attempts to use a skill, 1d100 is rolled. If the roll is equal to or less than his ML, the skill has been successfully employed; if greater than his ML, the attempt has failed.

The GM has the final say as to what skill should be tested and when. If a player character declares his intention to perform a gymnastic feat, for example, the GM would instruct the player to "roll against Acrobatics". With some skills, success/failure may not be obvious, and this requires the GM to make the roll secretly. If the GM has any doubt as to who should make a skill roll, he should make it himself.

OPENING MASTERY LEVEL [OML]

Unless otherwise noted, a multiple of Skill Base is used to determine the Opening Mastery Level (OML) of any skill. If the OML is listed at SB2, the skill is opened at twice the applicable SB. OMLs are given for each skill on the Skill Data Table.

EFFECTIVE MASTERY LEVEL [EML]

In many instances ML is modified up or down to give an Effective Mastery Level (EML) before the skill roll is made. A skill roll is, in other words, made against the applicable EML which may or may not equal ML. EML is often less than ML because of fatigue or injury; the GM may also reduce EML to reflect difficult circumstances. In some cases, EML is more than ML because of some advantage. Factors affecting EML are sometimes specified and sometimes left to GM discretion.

> EXAMPLE: a party is camped in the wilderness and a large animal enters the camp. A roll would be made against the guard's Awareness to determine how soon he notices the creature's approach. Those who are asleep might also test Awareness, but because they are unconscious, their EMLs would be (at most) half their actual MLs.

MINIMUM EML

There is usually always some chance of attempting an action. Unless the GM deems the task impossible, the minimum EML for an open skill is 05. For example, a player would normally have a minimum EML of 05 in Climbing. However, climbing a vertical sheet of ice, with a broken arm, during a blizzard, is probably impossible, and the GM may feel that an EML of zero is justified in this case.

MAXIMUM EML

If a character's EML is greater than 95 (after any situational modifications) it should be considered to be 95 for the purpose of the skill roll. Hence, there is ALWAYS at least a 5% chance of failure. Note: it is still worthwhile increasing an ML above 95, since a higher ML makes the skill easier to use under difficult circumstances.

LEVELS OF SUCCESS

It is often necessary to know not only whether an attempt to use a skill is successful or not, but also the degree of success or failure. The following levels of success/failure are allowed for:

[CF] Critical Failure	[MS] Marginal Success
[MF] Marginal Failure	[CS] Critical Success

Any success roll ending with 5 or 0 is Critical Success. Any failure roll ending with 5 or 0 is Critical Failure.

> EXAMPLE: with an EML of 49, any roll 01-49 is a success and any roll 50-00 is failure. However, the numbers 05, 10, 15, 20, 25, 30, 35, 40, and 45 are Critical Successes; the numbers 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, and 00, are Critical Failures.

Sometimes interpretation of success level is a matter of common sense, sometimes a specific explanation may be found in the skill description. GM discretion always governs.

SKILL INDEX [SI]

For any skill, a character's SI is equal to one tenth his ML (rounded down). For example, if a character's ML is between 80 and 89 (inclusive), his SI is 8. The use of SI is explained as needed and is easily derived from ML whenever required. Note: SI is ALWAYS based on ML, NEVER on EML.

STAR RATINGS

All tradesmen in Encyclopedia Harnica modules have quality ratings of one to five stars. Whenever it is necessary to determine the ML of a star-rated craftsman, the following table can serve as a guide. The die rolls indicated may be used to randomly generate an ML.

*	ML 51- ML 60	[1d10+50]
**	ML 61- ML 70	[1d10+60]
***	ML 71- ML 80	[1d10+70]
****	ML 81- ML100	[1d20+80]
*****	ML101- ML120	[1d20+100]

PHYSICAL PENALTY

Some skills are identified on the Skill Data table as being subject to Physical Penalties. These reflect the fact that a character who is encumbered, injured, or fatigued cannot function normally. There are three classes of Physical Penalty: (1) Encumbrance, (2) Fatigue, and (3) Injury. These are recorded on the Combat Profile. The sum of all three penalties is the character's physical penalty.

ENCUMBRANCE PENALTY

In general, the more weight a character is carrying, the harder physical activities become. A character's Encumbrance penalty is calculated by adding up the total weight (lbs) he is carrying (load), multiplying by two, and dividing by his Endurance.

INJURY PENALTY

Various combat and other activities may injure a character. Each injury is rated in terms of a specific number of Injury Points. The sum of Injury Points for all injuries is the character's Injury Penalty.

FATIGUE PENALTY

Use of various magic spells and psionic talents generate specific amounts of fatigue. The GM may also wish to assess a fatigue penalty for excessive physical activity. For example, a player swims a swift river, and then announces his intention to scale a cliff on the opposite bank without pausing to rest. The GM should assess a fatigue penalty which should take into account the character's FATIGUE RATE (Load divided by Endurance), his success at swimming, the temperature of the water, and so on. Such fatigue should be assessed as a multiple of Fatigue Rate at GM discretion.

FATIGUE RECOVERY

In general, after each full minute of rest, a character may remove fatigue points equal to one sixth his Endurance; a good night's sleep eliminates most or all fatigue.

GM NOTE

Frankly, subtracting Physical Penalty from Skill MLs is great in theory, but can be tedious in practice. It is possible to ignore such considerateions, but can someone who has a serious wound and is wearing eighty pounds of armour really move, fight, and dodge as well as an uninjuried, lightly clad character? Option: Round physical penalty down to the nearest 10; hence, a character with 20-29 points of physical penalty, would subtract a flat 20. This makes subtraction from MLs easier while retaining the concept.

SPECIAL PENALTIES

Special penalties are assigned by the GM to reflect some temporary handicap not covered by the three classes of Physical Penalty. A character who is carrying an awkward item, is tied/tangled in some way may be assessed a special penalty. The Special Penalty applies only as long as the conditions that brought it about. If the cause is removed, so is the penalty. Some classes of special penalty are detailed under Combat. See: Weapon Data Table, and Tangles.

SKILL ANALYSIS/APPRAISAL

Craft/Lore skills (and others, at GM discretion) represent the character's theoretical knowledge of the subject as well as his practical ability. It is possible to appraise the value or quality of an artifact without actually being able to make it, or analyze the difficulty of a task without actually doing it.

An analysis attempt may be rolled against an EML of SB5, or ML+SB, whichever is greater. This target level may be modified, according to difficulty, and the character's familiarity with the specific class of artifacts or tasks. The GM always makes an analysis roll in secret, since only he knows the true value/quality of an artifact. He then reports an estimated value/quality to the character with a margin of error determined by the success level achieved.

CS: 1%	MS: 10%	MF: 25%	CF: 50%+

EXAMPLE: Golath, whose Jewelcraft SB is 13 and whose ML is 26 attempts analysis of an item of jewelry whose true value (known only to the GM) is 100 pence. His EML for the attempt is 65 (13 x 5). The GM rolls 54 (MS) for basic appraisal indicating a margin of error of plus or minus 10%, a range between 90d-110d. The GM then arbitrarily chooses a value within this range (or rolls 1d20+90 for random result) and reports that Golath's best estimate of the item's value is 108 pence.

This kind of analysis rarely allows for sentimental or historical value, and will not detect enchantment. Generally, analysis of a given item may only be attempted once by the same character, although if conditions improve (a jeweller acquires a magnifying glass, better lighting, etc.) a second attempt may be made. If characters are concerned about selling a valuable item too cheaply, they may seek a second opinion from another source. A purchaser will base his offer(s) on his own appraisal or that of a third party, not on the vendor's estimate.

VALUE ENHANCEMENT

Skills are often used to make things. In many cases, there is little doubt that the item will be made; the only question is the quality of the finished item. In addition, the failures of a master craftsman may be superior to the successes of a novice.

A good example is jewelcraft. If a jewelcrafter with an ML of 75 attempts to combine some cut gems and gold into an item of jewelry, he is (essentially) attempting to enhance the value of his raw materials by working them into a new form. Unless he accidently damages or destroys his raw materials by rolling Critical Failure, he will either increase or maintain the base value of his materials.

The following table is used, at GM discretion, whenever a craftsman attempts to produce an item from raw materials. Make a skill roll normally and cross-index the success level with the craftsman's SI. The result is a factor by which the base value is multiplied to find the new value.

VALUE ENHANCEMENT

Skill Index	Critical Success	Marginal Success	Marginal Failure
0	1.1	1.0	1.0
1	1.3	1.0	1.0
2	1.6	1.1	1.0
3	2.0	1.2	1.0
4	2.5	1.3	1.0
5	3.0	1.5	1.0
6	4.0	2.0	1.0
7	5.0	2.5	1.1
8	6.0	3.0	1.2
9	7.0	3.5	1.3
10	8.0	4.0	1.4
11	9.0	5.0	1.5
12	10.0	6.0	1.6

Critical Failure indicates that any materials that could be destroyed have been destroyed or reduced in value. Indestructable materials retain their base value.

> EXAMPLE: A craftsman whose ML is 78 (SI=7) works on materials worth 50 pence. If he achieves MS the value of the finished product will be:
>
> 2.5 x 50 = 125 pence.

The results obtained do not necessarily reflect market value. Just because an item is "worth" ten times the value of its base materials, does not mean that anyone will be willing to pay this much. Some finished goods may involve several stages of value enhancement. For example, uncut gems may be enhanced by cutting and then further enhanced by mounting in a gold-based necklace.

The Value Enhancement table may be used in other ways. It is basically a system for assessing the success of an attempt on an "absolute" numerical scale of one to ten. As such, it could, for example, be used to determine how well a singer sings a song.

SPECIALTIES

Some skills may be readily divided into sub-skills, or specialties. A weaponcrafter might specialize in the making of mail, and a jeweller might specialize in gemcutting or goldsmithing, etc.

If specialization is used, the character would be permitted to select a specialty when his SI reaches 6 (ML60) and each time his SI increases thereafter. Whenever the character uses his specialty, his ML is considered to be ten more. NB: His SB is also considered to be 1 point higher. Characters may select the same speciality (eg. Mail) more than once, but each additional selection is only worth a bonus of five. Example: having reached ML60, a weaponcrafter chooses a specialty of broadsword. This means he can make broadswords at ML70. When his normal ML increases to 70, he could again specialize in broadsword (giving him a speciality bonus +15) or choose a second weapon and have ML+10 on both.

IMPROVING SKILLS

At various times in the course of play, the GM will decide that a character has earned the chance to improve one or more skills. Some skills may be developed by practice/study, some require training.

DEVELOPMENT ROLLS

Whenever a skill development roll is called for, 1d100 is rolled and the applicable skill base is added. If the roll +SB EXCEEDS the character's current ML, the ML is increased by one.

If several development rolls are awarded simultaneously for the same skill, they must be made one at a time. If the ML is increased, subsequent development rolls must exceed the new ML. For example: a character has been granted two rolls to develop his riding skill which is at ML42. His first roll +SB must exceed 42, and if it does (improving ML to 43), his second roll +SB must exceed 43.

PRACTICE/STUDY

To reflect solitary practice/study a character has three (3) skill development rolls per game month. These rolls may be distributed among any open skill(s). This assumes that after meeting the basic requirements of living, eating and sleeping, the character has one hour per day for himself. There may be more spare time than this, but few people have the self-discipline to use it.

Monthly improvements must be feasible and reasonable. If a character has had no access during the previous month to suitable tools, materials, etc., he may not try to develop a skill requiring them. Example: to try and improve Alchemy, a selection of chemicals or texts, and a suitable working environment must have been available (and used). Also, a character who is convalescent for most of the month cannot practice Acrobatics. All such requirements are at GM discretion.

TRAINING/INSTRUCTION

If a character receives instruction from a teacher (defined as anyone with an ML at least 20 points higher) or is employed in a craft occupation that uses an open skill, he is entitled to bonus monthly improvement rolls. For each 12 hours of instruction and/or each 40 hours of employment, the character receives one bonus monthly development roll in the appropriate skill(s). For example, a character with weaponcraft skill is employed as a weaponcrafter for 80 hours. He would receive two bonus rolls for Weaponcraft. If he also received 10 hours of instruction from a master weaponcrafter during this time, he would receive an extra bonus roll in the skill taught (probably weaponcraft).

STRESSFUL/BONUS EXPERIENCE

The GM may award bonus development rolls when skills are employed in dangerous situations or in other special circumstances. Success or failure in using the skill has no bearing since people learn at least as much from failure as from success, assuming they survive the experience. Note: special restrictions apply to the development of combat and magic skills. These are dealt with in the appropriate sections.

Only the GM can decide what situations qualify for bonus/stress development rolls; this will vary by skill and circumstance. The simplest procedure is for a PC to appeal for a development roll immediately following a use (or misuse) of the skill. The appeal is accepted or rejected by the GM, based on his assessment of the value of the learning experience, and play continues.

The GM may award multiple development rolls in particularly stressful or "educational" situations. For example, a character would earn a stress development roll for Legerdemain when he cuts a purse in a crowded marketplace, but not if the "mark" is asleep (or dead) and there are no potential witnesses. If the victim happened to be an important personage with a guard escort, two or three development rolls would be reasonable.

LOSS OF ML

The GM may reduce a character's ML in a skill that is neglected for a long period. A character who does not enter the water for several years would probably discover that he is not quite as good a swimmer as he used to be. Age may also cause a decline in ML, especially with regard to physical skills.

ATTRIBUTE TESTING

It is sometimes necessary to test a character attribute (eg. Agility) as one would a skill. If, for example, a character attempts to cross a narrow plank over a chasm, it is probably his Agility that should determine success or failure.

When an attribute is to be tested, it may first be multiplied by two to seven, typically by five, depending on the difficulty of the action involved. A "skill roll" is made against this "EML" in the same manner as for skills, thus allowing for levels of success/failure.

Physical attributes, such as Agility and Speed, are also subject to physical penalties. Such penalties are applied to attributes AFTER they are multiplied by four, five, etc.

Only the GM can decide which attribute should be tested under what circumstances, but a few arise so often that some guidelines might be appreciated.

SEARCHING

Characters often search walls, floors, ceilings, and trunks for hidden doors, compartments, panels, or alcoves. In general, such things may be hidden in either of two ways:

MECHANICALLY HIDDEN

These features are secreted or disguised by means of mundane craft(s). They include secret compartments in trunks, doors hidden in walls, and the like. In general, they involve some kind of delicate mechanism whose trigger is carefully secreted.

The trigger mechanism for a hidden door does not have to be on, or even particularly near the door. Perhaps pulling a torch bracket in a particular way will open a door halfway across the room, or even in another room. Such mechanisms should be carefully thought out by the GM, since players have a habit of examining them to see how they work.

In most cases, the roll to find a mechanically hidden feature is made against a multiple of Touch. Results will depend on the sophistication of the craftsman who installed it. Alternately, characters with Lockcraft may roll against their ML (if higher). Device triggers may be found by trial and error if the character is searching in the right place. Often, finding the trigger will automatically activate it.

MAGICALLY HIDDEN

Some features will be hidden by means of illusion spells to prevent their discovery. The presence of such spells may be (passively) determined by means of the psionic talent Sensitivity, of by other specialized means. Rarely, however, will the passive talent indicate the precise location of a feature, and an active search of some kind will be required to find it.

If a magically hidden feature is suspected, characters may actively search for it by rolling 1d100 against Aura x 1. The psionic talent Sensitivity may also be (actively) used. Of course, all spells designed to hide features are likely to include some protection against discovery by divination talents and spells. The GM handles this at his discretion, but generally the effect will be to reduce EMLs of searching spells or talents and in some cases a CS roll may be necessary to discover the feature.

Once the feature is identified, it may or may not be necessary to dispell the magic in order to access it. Sometimes a magically hidden door may be opened and passed through without breaking the spell, sometimes the spell has to be removed.

TIME TO SEARCH

Searching is most easily handled in one minute ticks. In this period, it is assumed that most characters can examine a simple area of approximately 100 square feet. If the surface being examined is decorated, convoluted, dirty (they often are), poorly lit, etc., this area can be reduced, or the EML for searching reduced. It is of course possible to search the same area more than once.

Players should NOT be told what attribute/talent is being tested, since this might alert them to the nature of the feature. The GM should also roll dice when there is nothing to be found as a diversionary tactic.

LISTENING

Hearing is tested to determine whether or not a character hears a particular noise. The results depend on background noise. Is he "actively" listening, or chatting with his friends? Is the overall environment quiet, or is he already listening to something else? In many cases, noises will be so obvious that no roll is necessary: everyone will hear, as well as see, a roof cave in a few feet away. Hearing is tested only when there is doubt as to whether the character would hear the noise.

Characters may "actively" listen. This requires that everyone in the group be silent. Even then, nearby background noise may interfere. The following are only guidelines; the entry under "test" is the multiple of Hearing which may be tested.

NOISE	EXAMPLES	TEST
V.Soft	Breathing or dripping water on other side of closed door.	2 x HRG
Soft	Whispering on other side of closed door; footsteps in distance; small animal moving in the bushes.	3 x HRG
Medium	Quiet conversation on other side of closed door.	4 x HRG
Loud	Ordinary conversation on other side of closed door.	5 x HRG
Audible	Ordinary conversation around corner, etc...	6 x HRG

These multiples of Hearing (HRG) assume "active listening"; if the noise is beyond a closed door, it is assumed that the listener has his ear pressed against it. If the situation is less optimal, reduce the multiple of Hearing.

The amount of information gained will depend on the success level achieved by the listener. With MS, only the general nature (eg. Whispering) of the noise will be learned. With CS, the listener will be able to pick up a few words, perhaps the gist, of a conversation, etc. Note: The same general approach would be valid for detecting odour (Smell), and so on.

LIFTING LOADS

Characters can generally lift up to 25% of their own weight with little difficulty. When attempting to lift a heavier load, roll against 10 x Strength, less item weight (pounds) and Physical Penalty. Maximum EML is 95. With CS/MS the load is successfullly hoisted. With MF, the character has failed to lift the load but may try again. With CF, the lifter has strained his back for 2d6 injury points.

It is possible to successfully lift a weight, and then find it is too heavy to hold. Once a load is lifted, the character IMMEDIATELY rolls to determine if he drops it. Roll against Endurance x 10, less item weight and Physical Penalty. The load is held with MS/CS, must be lowered to the ground (or dropped) with MF, and is automatically dropped with CF. A dropped load may land on the foot (roll against Dodge) and/or inflict a strained back injury (as above) at GM discretion.

CARRYING LOADS

Unless CF is rolled for the hold check, a character can usually stagger at least a few feet before dropping the load. If a load is held, it may be carried. Whenever a character carries a major load, his Encumbrance Penalty and Fatigue Rate must be recalculated.

Maximum progress (in feet per ten seconds) is determined by subtracting the character's Physical Penalty from his Mobility. If the result is zero or less, the character cannot move at all.

Carrying a major load is fatiguing; the carrier accumulates fatigue points each minute equal to his new Fatigue Rate. At the end of each minute of carrying, the GM should determine if the increased Physical Penalty has reduced the character's Mobility to zero or less. If it has, the load must be set down.

GMs may also assess a special penalty to reflect hidden encumbrance. It is possible to carry a wounded comrade to safety, but it may not be easy (or possible) to fight with him draped across one's shoulders.

BRUTE FORCE AND IGNORANCE [BF&I]

PCs seem to consider brute force and ignorance to be the ideal solution to a wide variety of problems. Sometimes they are right. The application of sufficient force is indeed capable of solving certain kinds of problem. Things break, don't they? A common application of BF&I is to break down doors which have not yielded to more gentle persuasion. After twenty minutes of unsuccessful lockpicking, the most accomplished master thief has been heard to remark, "smash the * #*% sucker in..."

Inanimate objects may be attacked with weapons in an attempt to hack or bludgeon them into submission. An attack against a door can be made in the same manner as an attack against a person. Hopefully, the door will select an Ignore defence. It will also yield a tactical advantage; in other words, the attacker may strike twice per ten second turn; two attackers might be able to strike four times. CF will cause a fumble roll and a damage check for the attacking weapon.

An object attacked in this way will be (secretly) assessed a Damage Factor [DF] by the GM. When the cumulative damage inflicted exceeds DF the object is effectively destroyed. Doors generally have enough mass/inertia to have what amounts to armour protection; only damage in excess of its AP, rated for Edge and Blunt, is counted against the total. The following table is an example for doors; other objects can be handled at GM discretion.

DOOR	DF	Blunt	Edge
Plain wood	2d6*	15	13
Iron bound	3d6*	16	16

* per inch of thickness

BF&I generally causes a lot of noise and this will undoubtably attract the attention of any animal or person within earshot. For as long as the noise continues, and probably for a few minutes thereafter, the chance of random encounter should be (at least) doubled.

PHYSICAL SKILLS

Physical skills are based on physical and sensory attributes. All are subject to physical penalty. Distances and effects given are generally based on attempts being made every minute. However, if there is no crisis in effect, activities such as climbing and swimming may be speeded up by rolling every ten minutes and multiplying all distances, fatigue, and other effects by ten. Similarly, if Climbing, Swimming, etc. are used in the middle of a combat situation (10 second "ticks") multiply effects by 0.17.

ACROBATICS

Acrobatic Skill is applied when a character attempts a gymnastic feat that is more than a simple matter of native Agility/Dodge. These include vaults, somersaults, backflips, or twisting in midair to land on one's feet. Acrobatics may be used as a substitute for Dodge "skill" in combat.

CLIMBING

Checks should be made each minute when the character attempts to climb a reasonably difficult obstacle. Generally, the less sheer the surface, the easier; the GM will assess the climb as easy, hard or very hard. If the character has good climbing gear, (rope, grappling hook etc.) increase his EML by ten to twenty points. Vertical progress is measured in feet:

Success Roll	Easy	Hard	V.Hard
Critical Success	30	20	10
Marginal Success	15	10	5
Marginal Failure	0	-5	-10
Critical Failure	Fall	Fall	Fall

Negative progress indicates that the character has encountered an unscalable obstacle and has been forced to backtrack. Vertical progress must be noted to determine when the climb is complete, and the extent of any fall which occurs.

FALLING

Falls of more than five feet inflict blunt strikes (see Combat) whose impact will equal 1d6 per ten feet. That is, a fall of 6-10 feet is 1d6, 11-20 feet is 2d6, and so on. A (reasonable) strike location may be randomly determined (usually) on the Body Zone. Acrobatics may be used to land on one's feet; any acrobatic success implies the strike location is the feet and the fall impact is reduced by 1d6/2d6 (MS/CS).

The slope of the surface may cause a falling climber to hit several times on the way down, or even to roll. A character may attempt to stop his fall by grabbing protrusions, bushes, etc., rolling against a multiple of Dexterity according to difficulty.

DANCING

A character's ability to perform various types of dance. Specialties such as folk or erotic dancing are viable if desired. Cultural background has a lot to do with repertoire.

JUMPING

Checks should be made when the character attempts to jump an obstacle. Results assume a running start; for standing jumps reduce EML by half. Clearances are given as a percentage of the character's height; they may be randomly varied at GM discretion.

Success Level	High Jump	Long Jump
Critical Success	100%	300%
Marginal Success	75%	200%
Marginal Failure	50%	100%
Critical Failure	Stumble	Stumble

LEGERDEMAIN

Legerdemain (sleight of hand) is checked when a character attempts to perform a feat of manual dexterity without detection. Once the character's success level is determined, a roll is made against three times the victim's Touch or Eyesight, or against half Awareness (at GM discretion). If the victim's purse is being cut from behind, Touch would be appropriate. Eyesight would be used to see the trick in a shell game. If the victim is not paying attention, half his Awareness might be appropriate. If the victim's level of success is greater, he detects the trick. Detection rolls may be made for any/all potential witnesses.

SEAMANSHIP

Seamanship is checked when the character attempts a difficult task having to do with the handling of a ship or boat, such as setting the sails in rough seas. Seamanship does not include navigational skills.

SKIING

Cross-country skiing, which includes reasonable downhill ability. Skiing is a rare skill, except among the Yarili of Ivinia and other northern peoples.

STEALTH

A check is made against Stealth when the character attempts to move without being detected. Modify EML for the difficulty of the feat, distance to target, cover available, senses of observers, etc. The optimal situation presumes reasonable cover and/or poor light. If the sneaker rolls any failure he has been detected, although with MF it may be reasonable to test a potential observer's sensory attributes.

SWIMMING

This skill MAY be opened at SB1 the first time a character enters water three feet or more in depth, and MUST be opened if he finds himself in water exceeding his height. The difficulty of swimming conditions is rated on a scale of 0 to 4: (0) calm/no current, (4) storm/swift current, etc. A character attempting to swim rolls once per minute and determines his maximum progress in yards by multiplying the numbers given below by his Swimming SI.

	Windforce/Difficulty				
Success Roll	[0]	[1]	[2]	[3]	[4]
Critical Success	9	8	6	4	2
Marginal Success	7	6	4	2	0
Marginal Failure	2	0	S	S	S
Critical Failure	S	S	S	S	S

FATIGUE & RESTING

A swimmer accumulates fatigue points equal to his fatigue rate each minute, but may rest by treading water. A resting swimmer rolls to see if he sinks, but does not move.

UNDERWATER SWIMMING

A character can hold his breath for Endurance x 10 seconds, but accumulates triple fatigue and halves his progress while underwater.

DROWNING

If the character is in water deeper than his height, an "S" result (sink) implies that he spends most of the minute underwater. A character who gets three consecutive "S" results passes out; his lungs fill with water, he stops breathing, and he dies in Endurance x 20 seconds unless revived.

LIFESAVING

A special penalty of 20 is assessed a swimmer attempting to conduct a conscious swimmer, or a special penalty of 10 for any unconscious person. An unconscious (live) character removed from the water may be revived with a successful 1d100 roll against EML 20 (or Physician ML if higher). An attempt may be made each ten seconds until the victim regains consciousness or dies.

THROWING

Throwing for accuracy is covered under Missile Combat. When throwing for distance, an ideal object for throwing weighs one quarter of the thrower's Strength (ounces), is spherical, and fits comfortably in the hand. An ideal situation is one where the target is clearly visible and stationary and the thrower has room to swing his arms, good footing, and no distractions. Heavier objects will reduce EML: for each doubling in weight, reduce EML by half. Do NOT increase EML for lighter than ideal objects. When throwing with little/no attempt at accuracy the following table indicates the number of feet the ideal object will carry.

Critical Success	4 x ML feet
Marginal Success	3 x ML feet
Marginal Failure	2 x ML feet
Critical Failure	Fumble/etc.

COMMUNICATION SKILLS

Communication Skills are concerned with the expression of ideas or feelings. None are subject to physical penalty.

LANGUAGES

See: Skills 1 for Native tongue(s). Foreign languages may be opened in the course of play after a month of immersion or training; a character must forfeit three development rolls to open a new language. Foreign tongues of the same language family open at SB2, or at SB1 if of an alien family. See: Lythia module for data on language families. If a character is fluent (ML61+) in any language of a family, another language of the family is not considered alien.

Success rolls are made for languages only on special occasions, such as when foreigners converse. Characters are assumed to speak their native tongues well enough to make success rolls unnecessary. However, the EML of a skill employing language, such as Oratory and Rhetoric, may NEVER exceed language ML in the tongue being used. The language EML of the "audience" is also relevant at GM discretion.

Clarity of expression and understanding may be determined by means of the Value Enhancement table. A score of less than 3 will cause confusion. Results under 2 indicate that the character may have unknowingly said (or misheard) something amusing or insulting. The following is a general guide to the meaning of Language ML.

01-30 RUDIMENTARY GRASP

Character is able to say such things as, "Hello. Where marketplace?" but has no real understanding of sentence construction. His accent is probably awful, and he will be misunderstood with irritating regularity.

31-60 FAIR GRASP

The character grasps the basic elements of the language and, with patience on the part of listeners, can make himself understood as long as he confines his remarks to simple concepts. His grammar often miscarries and he is sometimes misunderstood. His accent will probably amuse or distress natives.

61-85 FLUENCY

The character understands sentence construction and other basic elements of the language, and can converse fluently unless he attempts to discuss advanced/abstract ideas. This is the level attained by most uneducated adult natives, but if this is not the character's native tongue he will still have a noticable accent.

86+ MASTERY

The character can pass for a native, whether or not this is his native tongue, and will be able to convey virtually any concept expressable in the language. This is the level of mastery achieved by well-educated natives.

AWARENESS

Subliminal sensitivity to the physical environment. Checks may be made when a character says something like "I look around here", or if the GM wishes to test the awareness of guards, etc. MS may give a a feeling or hunch that something is out of place or that all is as it "should" be. Awareness rolls are ALWAYS made secretly by the GM. An Awareness check may be made for a sleeping character, but EMLs should never exceed half ML.

INTRIGUE

The ability to assess a social/political situation over time. It is used as a highly discretionary shortcut by the GM when he does not want to play out the process of information gathering. For example, an NPC's Intrigue might be checked when he is sent by a PC to gather intelligence in a town or camp.

LOVECRAFT

The ability to charm/seduce a member of the opposite sex (usually). Lovecraft may be opened when a character first attempts to use it. Lovecraft cannot normally be improved by solitary practice, although there may be books or teachers available. The skill is used to assess the success of a seduction or sexual encounter.

MUSICIAN

Each type of musical instrument is a separate skill. Among the most common are Drum, Flute, Harp, Horn, Pipes and Lute. The availability of instruments and skills will depend on general social preferences. EML should be modified by the quality of the instrument. Use the Value Enhancement table to assess the quality of a performance, 1.5 being considered fair. This skill may include the ability to read music depending on the character's background and cultural origins. Alternately, the GM may treat the reading/writing of music as a script.

ORATORY

The ability to impress or persuade crowds, by logic, eloquence or charisma. This too is something of a shortcut skill, and is highly discretionary. Some players have more fun actually making speeches and the GM should always require that an orating PC define the object of his oration; Mobs may be stupider than individuals, but it is not possible to convince one to step over a cliff. (See Rhetoric.)

RHETORIC

Rhetoric is used to convince an NPC to do (or believe) something when the GM does not wish to roleplay a conversation. An NPC's Rhetoric ML is a guide to his persuasiveness; it may help the GM decide how well he will argue, haggle a price, etc. All uses of Rhetoric are highly discretionary.

Reduce EML by the "victim's" Intelligence (or more) if the course of action is not in his best interest. The skill may not be used to convince people to do things that are blatantly not in their interest, such as parting with all their money for no gain, or stepping off a cliff. Conversely, if the attempt is in the target's best interest, EML may be increased by his Intelligence.

RITUAL

Familiarity with the ritual/dogma of a religion. There is a distinct skill for each church. Appropriate training, divine revelation or study materials, are needed to earn development rolls. Most applications of Ritual are dealt with under Religion. Language is a limiting factor when the skill is used to communicate with a congregation. There is a relationship between Ritual ML and the "circles of command" (internal ranks) of the various churches. See: Religion (3).

SCRIPTS

A script is a system for symbolizing language sounds. In general, any language may be written in any script and any script can record any language. For example, English is usually written in the Roman script, but it is possible to use Arabic to convey most of the same sounds.

What constitutes a script is an esoteric matter left largely to GM discretion. Two scripts are in common use throughout Harn, Lakise and Runic, the latter being the script of the Khuzdul and Ivinians. A third script (Selenian) is used by the Sindarin. Each script is treated as a separate skill.

It is reasonable to suppose that some scripts are more complex than others. For a particularly difficult script, such as Neramic which is a glyphic system, the skill base may be reduced by a few points.

In general, a character either knows a script or he does not. A script may be opened at SB + 70 after a month of training by a teacher with a minimum ML90 in the script. This requires that the character forfeit three development rolls. Once opened, scripts may be developed normally with practice or further training; either method requires books and/or writing media.

A written work will be in a particular language. If the character knows the language AND the script involved, he may attempt to read it. If the work is clearly written and deals with simple concepts, a check may be unnecessary; this is a matter of GM discretion. When there is doubt as to whether the character could accurately read the work, the roll is made against the average of the character's applicable Script and Language Skills. The ideal method is for the GM to write out the work (in English) and make a success ro the check is unsuccessful the word is blacked out (although repetitions of the same word need not be rolled for). When the "censored" version is complete, it is handed to the player. This method can be labourious, and is not recommended for longer works. The GM may simply report the gist of the work based on the result of the success roll. A badly written or preserved work will be harder to read; see Treasure (6) for random generation of written works.

SINGING

The Value Enhancement table may be used to assess the quality of a performance, 1.5 being considered a fair performance and higher scores ascending into virtuosity. The quality of a performance may or may not be appreciated...

CRAFT/LORE SKILLS

Most craft/lore skills may only be opened with the assistance of a qualified teacher, usually after about a month. A character wishing to open Alchemy (for example) must find someone to teach him. Obviously, some skills are more involved than others. Learning the fundamentals of weaponcrafting could reasonably take three months. Cooking, on the other hand, can be opened and developed by any tenacious individual with a strong stomach.

These are skills dependent on the accumulation of knowledge and expertise. Some include the ability to produce specific items. Some can earn a good living for their practicioners, although many are monopolized by powerful guilds and may not be legally used to earn money except by guildmembers.

ACTING

The ability to play a role. Used to determine the success of a masquerade. This includes the ability to disguise oneself, or to portray an assumed identity. An ML of 70+ implies the actor possesses a repetoire of theatrical roles and character portrayals appropriate to his culture.

AGRICULTURE

The ability to grow crops. May be opened after a growing season of practice. Determines quality/quantity of crops produced. Results depend heavily on land quality, weather etc. Agriculture also represents ability at crop management, useful for running a landed fief at GM discretion.

ALCHEMY

Checked when a character attempts analysis or production of a chemical or alchemical compound. Alchemists devise (or otherwise acquire) "recipes" for their craft. Use of this skill requires access to the necessary equipment, texts, and materials. Alchemy is tentatively scheduled for expansion in a future module.

ANIMALCRAFTS

The ability to domesticate, breed, and train animals. There is a different animal craft for each type of animal, although expertise with one species may allow a higher OML with another. Horsecraft, for example, is the art of breeding and training horses. More willful and older animals will be harder to train, more intelligent and younger ones will be easier. Few animals will tolerate more than two hours training daily. Check animalcraft when breaking or domesticating an animal, and for each trick/task to be taught. The time required for various efforts is left to the GM.

ASTROLOGY

The ability to chart the stars, cast horoscopes, and make predictions based on astological knowledge. Includes basic knowledge of astronomy. Astrology may serve as an oracle, or as a divination skill, but such efforts take several hours, at least, to prepare.

BREWING

The ability to prepare alcoholic and other beverages. Used to determine the quality of ale, beer, cider/etc prepared by the character. Basic materials are necessary. Depending on cultural background, this may include the ability to make spirits/wines.

CARPENTRY

The ability to work wood. Used to determine the quality of a wooden item made by the character. Appropriate tools and materials are necessary, and the quality and complexity of an item will affect the result. This is a utilitarian craft. For decorative and/or artistic woodworking, use Woodcarving (qv).

CARTOGRAPHY

The ability to produce/draw poetic maps. This is more an artistic skill than a technical one, since "medieval" maps tend to be judged more on the attractiveness of the cherubs in the margins than on accuracy. Nevertheless, the GM may allow PCs with Cartography skill to trace their memory maps for sale, or to show to other players. For information on memory maps, see "Campaign Routines" (2).

CERAMICS

Determines the quality of pottery items produced. This will depend on materials and equipment used.

COOKERY

Used to determine the appeal and nutriative value of meals prepared. Marginal failure will result in poorly prepared, bad tasting food. Critical failure may result in food poisoning.

DRAWING

The ability to produce a likeness. Used to assess the artistic quality or degree of realism of a drawing or painting produced.

EMBALMING

Determines success when embalming a corpse against deterioration. Usually includes some familiarity with all local rituals.

ENGINEERING

The ability to construct and maintain mills, drawbridges, siege and castle engines, and the like. This skill does not include the ability to make small, delicate mechanisms such as locks. See: Lockcraft (qv).

FISHING

For each 4 hours of fishing with line or spear, roll 2d6 (CS) or 1d6 (MS) for the number of fish caught. If a net is used, double the quantity. The type of fish caught (fresh or salt water species) depends on locale. Each fish will be 1d10 lbs. EML should be reduced for poor fishing situations or when equipment is lacking. Two to three pounds of fish equal one manday of food, but does not provide a balanced diet.

FLETCHING

Technically only the skill of making arrows (not arrowheads) but this skill includes Bowyer, the ability to make bows. Specialization in bow or arrow types is reasonable.

FORAGING

Finding (vegetarian) food in the wilderness. Used when an hour is spent looking for edible plants/etc. Basic ML assumes mixed forest terrain and must be reduced for less bountiful environs. The skill may be averaged with Herblore (qv) to seek out specific plants. For hunting meat, see Tracking (qv).

GLASSWORKING

Determines the quality of glasswares produced. Appropriate tools and materials are neccessary.

HERALDRY

The ability to execute heraldic achievements, declare and describe arms and so on. A PC's ML may (at GM discretion) give him access to heraldic data and may also be used to determine whether he recognizes an obscure achievement. Any player whose character has Heraldry skill should familiarize himself with the rules of Lythian heraldry (separately published).

HERBLORE

The ability to recognize individual plants. If a specific plant is being sought in its natural habitat, check against the average of Herblore and Foraging. Adjust EML for the rarity of the plant sought: Uncommon (x 0.75), Rare (x 0.50); Very Rare (x 0.25). The kind of natural environment needed by the plant should be considered.

HIDEWORKING

Determines quality of furs or hides cured, and the quality of leather goods produced. EML will depend on the quality of tools/materials.

JEWELCRAFT

Determines the quality of jewellry or fine metal work made by the character. EML will depend on the complexity of the task attempted. Materials are necessary and failure can be costly. This skill is also used when a character appraises an item of jewellry. Viable specialties (if desired) are gemcutting, gold or silver smithing, etc.

LOCKCRAFT

The ability to analyze and pick locks. Lockcraft is checked after each one minute attempt. Locks are rated on a complexity scale of 1 to 9; reduce ML by ten times the lock complexity. This may make a lock impossible for a some lockpickers to open. The GM makes the roll secretly and informs the picker whether or not the lock has opened. Repeated failure should give the lockpicker a hint, although the skill may also be used to appraise complexity. This skill is averaged with Metalcraft (qv), to construct locks and other small, complex, delicate mechanisms.

MASONRY

Used to analyze or construct stonework. Used by masons, averaged with with Engineering (qv), to construct buildings, bridges, etc.

MATHEMATICS

The ability to make calculations with numbers, keep books of account, and so on. An ML above 71 would imply some knowledge of geometry, etc.

METALCRAFT

Used to determine success/quality when producing (commonplace) metallic goods. This skill may not be used to produce jewellry, weapons, or armour.

MILLING

Used to determine efficiency and or yield when milling grain (primarily a way to earn money).

MINERALOGY

Knowledge of geology and ability at prospecting, mineworking, and refining ores. ML should be reduced for rare metals or minerals. Averaging this skill with Jewelcraft is reasonable for gem, silver or gold prospecting, etc.

PERFUMERY

Used to determine success at inventing and producing perfumes, soap, incense, etc. Appropriate materials are necessary.

PHYSICIAN

The ability to diagnose and treat medical ailments, wounds, etc. The physician first rolls against his EML to diagnose the ailment, but this is not necessary if the problem is obvious, such as when an arm has been amputated. This is an important skill for the injury recovery rules used in Harnmaster.

PILOTING

The ability to navigate a ship, determine location, etc. The applications of this skill are dealt with under separate rules in our publication: Pilot's Almanac.

SHIPWRIGHT

Used to determine the quality of a ship, boat, or its fittings, constructed by the character.

SURVIVAL

The knack of surviving in the wilderness. May be used to establish the quality of a lean-to, build fires under difficult circumstances, and the like. In other words, Survival is a general purpose outdoor skill for activities not covered by Foraging, Tracking, etc.

TEXTILECRAFT

Used to determine the quality of textile goods produced by the character. Includes weaving, tailoring, and embroidery any of which are viable specialities. Quality of tools and materials, and the complexity of the task will affect results.

TIMBERCRAFT

The ability to determine quality and success when selecting timber from the forest, felling trees, and rough cutting of lumber.

TRACKING

The ability to detect and follow tracks. When spores are encountered this skill may be checked to determine whether the character has seen them. The greater his success, the more information he is given. Thereafter, if he wishes to follow a trail, an additional check should be made for each league or so, and for each impediment (river, stony ground, etc.). Trails more than 48 hours old will halve ML.

WEAPONCRAFT

Used when making or assessing weapons or armour. See: Weaponcraft section in Combat for more information.

WEATHERLORE

The ability to predict the weather. Characters with this skill may attempt to predict the weather during future watches. The GM must predetermine the weather as necessary. The success roll is made secretly by the GM and interpreted as follows:

CS:	Accurate report for next 2d3 watches.
MS:	Accurate report for next watch.
MF:	No report.
CF:	Random/False report for 1d6 watches.

WOODCARVING

Used to determine the aesthetic quality of wooden carvings, toys, and the like made by the character.

COMBAT SKILLS

Combat skills are those related (primarily) to battle. They are generally dependent on physical attributes. Most are weapon skills used to determine the character's success in melee or missile combat. The applications of combat skills are dealt with under "Combat".

WEAPON SKILLS

Characters may acquire weapon skills during the pregame, mainly as a result of military training. Once they begin play, characters may open any weapon skill at the OML given on the Skill Data table the first time they attempt to use it.

WEAPON SKILL GROUPS

Each weapon has its own Skill. However, since expertise with one will help with similar types, weapon skills are also arranged into groups. When characters have opened a skill in one group, they may employ any other skill in the SAME group with an ML ten points lower. That is, a character with a Broadsword skill of 73, is considered to have an ML of 63 with Shortsword, Battlesword, Bastard Sword, Falchion, Estoc, Longknife, Mankar and Mang.

Characters may possess as many weapon skills as they wish. It is a good idea to note the group to which a skill belongs on the profile.

GROUP	WEAPON SKILLS
Unarmed	Unarmed, Claw, Bite.
Dagger	Dagger, Knife, Taburi, Keltan.
Shield	Round, Knight, Kite, Tower, Buckler.
Sword	Shortsword, Broadsword, Battlesword, Bastard Sword, Falchion, Estoc, Longknife, Mankar, Mang.
Club	Club, Stick, Mace, Morningstar, Maul.
Axe	Handaxe, Battleaxe, Shorkana, Warhammer, Sickle.
Flail	Ball & Chain, Warflail, Nachakas, Grainflail.
Spear	Spear, Javelin, Trident, Staff, Lance.
Polearm	Glaive, Poleaxe, Falcastra, Pike.
Net	Net, Cloak, Blanket, etc.
Whip	Whip, Isagara.
Bow	Shortbow, Longbow.
Crossbow	Crossbow.
Blowgun	Blowgun.
Sling	Sling, Staffsling.

DEVELOPMENT OF WEAPON SKILLS

Weapon Skills are developed by practice, training, or combat experience. However, practice and training may NOT be used to develop any MELEE weapon skill that is already above ML69. That is, once ML70 is achieved, any further improvement can only be gained by using the weapon in actual melee combat. Missile weapon skills may be improved by practice or training up to ML79.

COMBAT EXPERIENCE

When a character engages in melee or missile combat, the GM awards development rolls for all weapons used in the combat, depending on his assessment of the experience. More than one development roll per weapon is justified only if the character bears more than his fair share of the combat, experiences a new mode of fighting, or has a particularly difficult time of it. A weapon used in a token or minor way may deserve no development roll.

VETERAN EXPERIENCE

A veteran warrior is anyone with a ML of 80+ in any MELEE weapon skill (unarmed combat excluded). To reflect his greater knowledge of weapons, a veteran may open ANY new Melee weapon skill at OML+SB. That is, a warrior with ML 85 in Spear could open any Sword skill at SB4 instead of SB3.

UNARMED COMBAT

This is the only AUTOMATIC combat skill. Any attempt to punch or kick an opponent uses this skill, using the impact of hand or feet as appropriate to determine the damage inflicted. The skill is also used to wrestle an opponent when grappling.

Unarmed combat skill may be improved like any other weapon skill, but may NOT be improved above ML 79 without training by a qualified martial arts teacher. Such training is generally only available within fighting and clerical orders of the churches of Agrik, Larani, and Naveh, or given to gladiators.

RIDING

The skill of riding is used in mounted combat to determine ability to ride/control a steed. The skill may also be used for other difficult mounted maneuvers at GM discretion. Each species of steed, horsemanship being most common, is treated as a separate skill. The skill may be opened at SB1 on the first attempt to mount a steed.

The relationship between rider and steed is often significant. If a rider acquires a new steed, his riding skill should be assessed a special penalty of 10 for roughly one month. That is, when a rider with ML89 mounts a new steed, his EML should be 79 for one month.

STEED RATING

Owning a mount requires a player to maintain a separate record of its attributes. These are found in the Bestiary. Such ratings are average; riders may have superior or inferior mounts at GM discretion.

PSIONIC TALENTS

Psionic talents are psychic abilities with which characters are born. The talents possessed depend on Aura (see: Skills 1). Characters are normally born with all the talents they will ever possess.

DEVELOPMENT OF TALENTS

Characters may use some or all of their monthly improvement rolls to develop talents by meditation. Exposure to powerful psionic events or artifacts may also jolt a character's development, enabling him to make bonus development rolls at GM discretion. Some stimuli may cause a character to develop a new talent, but this is very rare. Talents may also be developed after each use, at GM discretion.

FATIGUE

Using a talent requires mental effort, reflected by the accrual of fatigue points. The number in square brackets following the talent name is the BASIC fatigue accrual for one use of the talent. As the character becomes more proficient, he will find the talent less tiring. The ACTUAL fatigue cost is the basic FPs minus the user's Skill Index for the talent. Hence, if the basic fatigue is 15, and the talent ML is 58 (SI = 5), the actual fatigue cost is 10. If CS is achieved, the fatigue cost is halved. Eg: a character whose Healing SI is 6 would normally acquire 10 FPs when he tried to heal; if he achieved CS he would accrue only 5. Fatigue is accrued whether or not the talent works.

Talent EML is reduced by the sum of fatigue and injury points (excluding the cost of the talent itself). When a failure occurs, a SHOCK roll is made for the character (this roll DOES include the FPs accrued for using the talent). See "Shock" (Combat 8). Shock rolls must always be made secretly by the GM; the player need only be told if he falls unconscious. A player who fails a shock roll is "psionically blinded" (may not use any talent) for 2d6 hours.

Marginal Failure:	E1 shock roll.
Critical Failure:	E3 shock roll.

PASSIVE TRIGGERING

Medium, Prescience, and Sensitivity are perceptive talents which may (GM discretion) be stimulated when their possessors encounter appropriate phenomonae. This is called "passive triggering". Medium may be triggered by the presence of ethereals, Prescience by imminent danger, and Sensitivity by the presence of any psionic or magical residue or effect. Whenever such phenomonae are encountered, the GM makes a secret roll (without fatigue) against the appropriate talent to determine whether its possessor is alerted. If the stimulus is weak only CS will have any effect, but some phenomonae will be so strong that MS should alert the character. When passive triggering occurs, the owner of the talent is given minimal information. The GM might say, "you have a feeling of disquiet", or "excitement". If the character wants more information, the talent will have to be used actively (with fatigue).

INTERPRETING TALENTS

Psionics, like magic and religion, imply a certain suspension of the rules. The talent descriptions given are intended only as guidelines and should not be considered subsititutes for common sense or the GM's instinct for plot development. In almost all cases, the GM should make talent rolls secretly.

CLAIRVOYANCE [14]

The ability to visualize events currently occuring at a remote location. Clairvoyance may be used in two ways: (1) The clairvoyant enters trance for one minute to transfer his point of perception up to ML yards away; MS enables him to watch (CS also to listen and smell); or (2) the Clairvoyant enters a trance for 10-60 minutes and attempts to focus on a specific remote object or person whose location may or may not be known. With MS the clairvoyant will gain a vague vision of the object/person's current situation, activities, etc. With CS, the vision will be clearer. There are no range restrictions with the second form.

DISEMBODIMENT [20]

The ability to detatch the ethereal spirit from the body. With success, the character's spirit is detached and his body is left in a state of metabolic suspension (unconscious). For information on "Ethereals", see Skills 18.

HEALING [16]

This ability may be used in any of five ways. A healer cannot use his talent on himself. All five options require skin contact between the healer and patient:

(1) EMPATHY

An attempt to "diagnose" the patient's emotional state and/or physical well-being; detail(s) will depend on the level of success.

(2) RESTORATION

An attempt to remove fatigue; CS eliminates all FPs, MS removes 50%.

(3) HALT BLOODLOSS

An attempt to stop a single wound bleeding. CS stops bleeding completely. MS reduces bloodloss by 1 BP, which stops bleeding if now B0.

(4) HASTEN HEALING

An attempt to increase the healing rate of one identified ailment. CS increases healing rate by 2, MS by 1. If this brings healing rate to H5 (or more), any infection is defeated.

(5) REVIVIFICATION

An attempt to Restore life to a dead patient. The healer accumulates double the normal fatigue. EML is reduced by the number of hours the victim has been dead. The victim is brought back to life with any success, but remains in shock with MS. Revivification does not heal injuries; this requires further treatment.

HEX [14]

The ability to curse a victim, causing him to have bad luck. If the hexer has in his possession a part of the victim (nail pairings, lock of hair etc.) increase EML by 20. Such items may be used only once. The talent takes 15 - index minutes to use.

A successful hex halves EML the next time the victim attempts to use any skill, talent, spell, etc. If the hexer achieves CS, the situation when the hex is applied may be specified by the hexer. CF with Hex rebounds the curse on the hexer, a fact that is kept secret until it manifests with the hexer's next attempt to use a skill/etc.

MEDIUM [14]

Medium is subject to passive triggering (see above). Medium may be used in three ways. Each accumulates fatigue and requires a trance for at least a minute.

(1) COMMUNION

If successful, the Medium is able to clearly perceive and communicate with any ethereal within ML yards, for SI minutes.

(2) SUMMON

The Medium attempts to summon an ethereal he can perceive, or one whose true name is known. Some entities require CS to be summoned. CF breaks the trance.

(3) CONTROL

An attempt to comamnd an ethereal in the medium's presence. If the ethereal's Will exceeds the Medium's, EML is reduced by 5 times the difference. Some ethereals are beyond control. With MS, the ethereal may be commanded to perform a simple task, answer a yes/no question within its knowledge, dispossess a body, etc. With CS the task/question may be more complex. With MF the ethereal probably departs. With CF the spirit may have possessed the medium. See "Ethereals" below.

MENTAL BOLT [15]

The ability to project a blast of mental energy at any single mind within index x 5 yards. With CS, the victim accumulates 3d6 FPs and makes an E4 Shock Roll. With MS the victim acquires 2d6 FPs and makes an E2 Shock Roll.

NEGATION [16]

The negator enters a trance for 14-index seconds and makes a success roll. Success creates a spherical psionic field, centered on the negator's head, whose radius is one foot times the negator's Will. The field will last for SI minutes, but may be dissolved at will by its creator. Any attempt at enchantment or psionics within, into, or out of the field, which results in CF, MF, of MS is converted to MF; CS is converted to MS and eliminates the negating field. The field requires great concentration; the negator is limited to simple activities, like walking.

PRESCIENCE [13]

The ability to psychically determine the "fate" of a group, person, or item. Prescience is subject to passive triggering (above). There are two active forms:

(1) SENSE OF DANGER

An attempt to actively assess danger(s) in a specific location: the character enters trance for about a minute and asks, for example, "is this path safe?". MS will give a vague feeling of danger if there are traps or lurking dangers within index yards. CS improves detail. CF may give random true/false results.

(2) PRESCIENT VISION

The character specifies the subject of inquiry and enters trance for 12-index hours, during which time he has a prescient vision concerning the subject. Reduce EML if the subject is hidden by magic/etc. Normally, the dreamer lacks control over the dream, but with CS, it is possible to direct the enquiry somewhat. CF/MF produce visions too vague to understand. Prescience can only reveal the GM's estimate of probable events; the future may be altered.

PSYCHOMETRY [13]

The ability to divine information about persons by touching an object with which they have been in contact. Psychometry requires a trance for 15-index minutes. One use is to determine a person's location from a piece of his clothing. Psychometry may also be used to divine the history/properties of an object held by the talent user, perhaps to learn the identity of the artifact's maker or owner(s), the age or powers of an artifact, and so on. Psychometry can NEVER be used to divine the future. It works best when queries concern the present or recent past. EML should be reduced for inquiries in the distant past, or if knowledge of the artifact is magically hidden. MS will usually answer any reasonable yes/no question. CS tends to provide bonus information.

PYROKINESIS [15]

The ability to raise the temperature of a combustible object to flash point and start a fire. Once the object begins to burn, the talent user has no control of the fire. The talent may be used simply to warm or heat objects to a desired temperature less than flash point, but CF on such attempts may cause ignition. This is a "wild" and highly variable talent, although higher EML should improve control.

SENSITIVITY [13]

Sensitivity is subject to Passive Triggering and may be used actively to scan for magical or psionic effects. EML is adjusted to reflect the source and strength of the effect(s). The effectiveness of the talent will depend on the level of success; CF may generate random true/false results. A character with this talent may also receive Telepathy (below) without accumulating fatigue.

TELEKINESIS [2 per ounce]

The ability to move objects without touching them. The integrity of objects cannot be violated. Telekinesis cannot be used to move parts of objects. The stone in a ring cannot, for example, be moved without the rest of the ring. Solids/liquids cannot be made to occupy the same volume of space. MS allows objects to be moved up to index yards per second. CS allows instant transfer (teleportation) if desired. CF causes the object to be thrown or teleported in a random direction (possibly into another world). Objects to be moved must be within the Index yards. The maximum range an object can be moved is ML x 10 yards.

TELEPATHY [18]

The power to transmit thoughts or emotions. With MS, messages/emotions may be received by anyone with Sensitivity talent. With CS, the messages/emotions may be received by anyone whose Aura exceeds 11. A character who receives an emotion will feel it himself - this can have an interesting effect on him. Transmission range is index leagues, but clarity diminishes with range. If the sender's index exceeds 7, the message/emotion may be directed at, and only understood by, a specific individual.

ETHEREALS

An ethereal is a disembodied spirit, which may be defined as an entity possessed of personality attributes, but no physical form. There are many different types of ethereal; three are most common:

ASTRAL

An astral entity is created by the use of the talent Disembodiment. It maintains a strong empathy with its native, mortal body, which it can always locate. Any ethereal may take possession of a vacated body, but will be at a disadvantage if/when the native spirit returns and contests possession. A vacant body may suffer physical injury, and will die if its astral experiences dissolution (below), unless already occupied by an alien entity. If its body is still vacant when it returns, the astral may repossess without difficulty, except that an e2 Shock roll is necessary once repossession is achieved. If, however, another ethereal has occupied the body in the astral's absence, a battle of wills is necessitated, although the native spirit retains its advantage. When an astral reclaims its body, the FP/IPs of spirit and body are combined into a single total.

SHADE/GHOST

This type of ethereal is created when: (1) the body of an astral traveller dies; (2) when a character dies and his spirit is unclaimed by any of the gods; or (3) a character dies in such circumstances that there is some great wrong that must be righted before his spirit can be laid to rest.

Shades may wander the world(s), but most often haunt the scene of their death until the "great wrong" is righted or they are admitted to an afterlife. These are the weakest type of ethereal; their personality attributes, talent and spell EMLs (if any) are reduced by 50%.

NATURAL ETHEREALS

These are spirits whose natural state is ethereal. For the most part, they originate on ethereal planes, or are created by powerful sorcery or divine intervention.

ETHEREAL ATTRIBUTES

Ethereals have no physical attributes. They possess only Aura, Intelligence, Will, and non-physical skills. Ethereals are able to directly perceive and communicate with each other, and have telepathy and sensitivity equal to five times Aura. The lack of physical form makes it difficult for an ethereal to communicate with creatures confined to the mortal plane. Any apparent physical activity or form is illusory. All ethereals can fly at a speed of 600 yards per minute (10 yards per second or just over 20 mph) and pass through solid objects at will.

FATIGUE & INJURY

Ethereals are not subject to physical fatigue, but may acquire mental fatigue by using spells or psionic talents. An ethereal may only use talents or spells which do not involve physical action on its part. All EMLs while disembodied are subject to fatigue penalties.

Ethereals cannot be destroyed. They are immune to injury except when inflicted by enchanted weapons, magic, psionic talents, or divine intervention. If subjected to esoteric harm, the "injury points" received are treated as fatigue points. Ethereals cannot recover fatigue except by dissolution (below). When a situtation occurs that would require a shock roll for a mortal, an ethereal makes a "shock roll" against its Aura (instead of Endurance). If an ethereal fails a shock roll (is rendered unconscious) it suffers immediate dissolution.

DISSOLUTION

Dissolution is the scattering of the ethereal's "substance". In the dissolved state, the etheral is invisible, unconscious, and largely undectable. It gradually reforms in Aura times ten (10) hours. Only when the process is complete does the ethereal regain consciousness. The site of recovery will be in the location of the ethereal's body (if it has one), otherwise in a totally random location or plane. After recovery from dissolution, an ethereal has no fatigue points.

POSSESSION

Ethereals may attempt to possess another live body by waging a successful "battle of wills" with the current occupant. In such a contest, the native spirit rolls 3d6 + Will, the alien spirit rolls 2d6 + Will. The higher result achieves dominance over the body; the native spirit wins any tie. The losing ethereal is temporarily banished to the subconscious and may attempt another contest in 12 hours. Two consecutive failures by either spirit, results in its dissolution. A possessed body acquires the personality attributes of the alien spirit, while physical attributes are unchanged.

ZOMBIES

An ethereal may also attempt possession of a dead body thus creating a zombie. The "resistance" to possession of a dead body is 2d6, plus 1d6 per month dead, to a maximum of 5d6. The invading ethereal must exceed this number with a 2d6 + Will roll, and suffers dissolution if it fails. A zombie will have the personality attributes of the invading spirit, and (GM discretion) physical attributes equal to 50% of the body's original, less if long dead.

POSSESSION OF INANIMATE OBJECTS

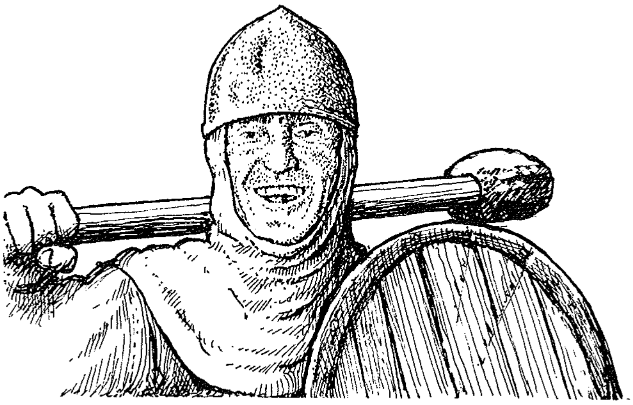
Ethereals may, of course, hide within inanimate objects. Some ethereals spend most of their time "resting" within a favoured object. This, however, is not possession.

It is possible for ethereals to possess inanimate, enchanted artifacts/objects if they possess an EGO. In such cases, the contest of wills is waged against the object's EGO, which has no native spirit advantage.

Ethereals may also possess egoless articulated objects, such as a flail. The resistance of such objects is 4d6. Success creates a "golem", although power and control are usually very poor. Golems are usually created by sorcerers who make articulated manikins or puppets for this purpose, and then enhance the ethereal's control and power by arcane means.

EXORCISM

Spirits in possession of alien bodies or objects may be exorcised by means of the talent Medium. If sharing the body with the native spirit, they may only be exorcised when they are in the dominant position. When an ethereal is exorcised it suffers dissolution. A native spirit cannot be exorcised (or summoned).



INTRODUCTION

The Harnmaster combat system governs melee, missile, and mounted combat within the context of an ongoing role playing environment. The system assumes that a GM will be available to make discretionary judgements. This is a "crisis resolution system" which may be employed whenever the location and actions of characters are critical. The GM switches to the combat system when he feels that action needs to be resolved in "time ticks" of ten seconds.

PCs invest a good deal of time in their characters, and naturally resent any combat system that dispatches them with arbitrary random. The Harnmaster system provides sufficient detail and tactical options to give PCs control of their combat destiny, but does not overburden them with paperwork.

It will become apparent that the Harnmaster combat system is dangerous to its participants. This is deliberate. The perils of mortal combat will (hopefully) encourage players to put a premium on intelligent roleplaying, and to use violence as a last resort. Players who choose a "kill the beasties" approach to solving all problems may soon find themselves numbered among the beasties.

An optional Quick Combat System is also provided for melee combat between opposing NPC's. The system can be freely interchanged with the main system, even in the middle of a battle.

SCALE AND COMPONENTS

The ground scale used is one inch (25mm) to five feet. The combat area must be defined by the GM. If terrain features are likely to be significant they should be drawn or placed by the GM at scale.

The Harnmaster combat system is best handled by using 25mm miniatures to represent individual characters on a playing surface marked in 25mm hexagons (hexes). Each character's figure occupies one hex. Miniatures are best mounted on 7/8" hexagonal bases (optional). Large creatures, such as horses, should be mounted on double 7/8" bases, and may be referred to as 2-hex figures. Even larger creatures are left to GM discretion. The rules which follow assume a 25mm hex grid is being used, although it is relatively easy to work without one: simply convert all references to "hexes" into units of five game feet (one inch on the playing board).

COMBAT PROFILE

The Combat Profile is the lower half of the Character Profile. The following information should be recorded or entered as necessary:

LOAD

Items carried/worn by the character should be listed, with their weights in pounds. Load changes whenever a character drops or picks-up an item and should be retotaled as necessary. Be general. Detailed lists of non-combat or specialized items should be made on separate sheets.

MOBILITY

The number of game feet a character can WALK in ten seconds. It is equal to Speed times five. Mobility is subject to Physical Penalty (below). For example, a character with a Mobility of 60 and a physical penalty of 35, has an "Effective Mobility" of 25. His "Move" is 25 feet (five hexes).

DODGE

The "skill" used when a character attempts to evade/dodge an attack. It is equal to Agility times five. Characters who have opened Acrobatics skill may substitute it for Dodge. As with Mobility, Dodge is subject to physical penalty.

INITIATIVE

The character's reaction ability in combat or other emergency situations. It is also used as a quick combat factor. For humans, Initiative is the SUM of Endurance, Dexterity, Agility, Speed, and Will. Option: at GM discretion, also add the attack class and skill index of the primary weapon used.

FATIGUE RATE

The rate at which the character tires. It is equal to Load divided by Endurance (minimum 1). Strenuous physical activity, including active fighting, causes the character to accrue this many fatigue points each minute (six combat turns).

PHYSICAL PENALTY

There are three classes of physical penalty: Encumbrance, Fatigue, and Injury. The sum of all three equals the character's Physical Penalty. See Skills [6] for the effects of Physical Penalty.

SPECIAL PENALTY

These penalties accrue from tangles, awkward loads, restricted vision, using a weapon in the wrong hand, etc. Each special penalty is separately recorded and applied at GM discretion. Hand mode penalties listed on the Weapon Data Table are special penalties.

WEAPONS

The name/type, weight, quality, attack/defence class, and blunt/edge/point impacts should be entered for each weapon the character is carrying. This information is taken from the Weapon Data Table. There is also room to note special features possessed by the the weapon, such as enchantment. The total weight of weapons is entered under LOAD.

ARMOUR

Armour (including clothing) reduces the effect of strikes, but also encumbers its wearer. The name, weight, quality, etc., should be noted for each piece worn, and the body part(s) it covers should be checked off. The total weight is entered under LOAD.

COMBAT SEQUENCE

Combat is resolved in a series of ROUNDS. Each round, regardless of the amount of action or number of participants, lasts ten (10) seconds. During each Round, each character has a TURN. In his turn, a character must select and execute one ACTION OPTION. When a character's action option is resolved, his Turn is over and it is the next character's Turn. When all characters have had a Turn, the round is over and the next round begins.

The sequence of Turns is determined by Initiative rating. The character with the highest rating has the first turn in each round, the character with the second highest Initiative the next turn, and so on. When two characters have the same Initiative, the tie may be broken (for the duration of the combat) by die roll. Characters are (generally) able to defend themselves regardless of whose turn it is.

SURPRISE

The first round of a battle is a special case. It does not always occur that both sides instigate combat at the same time. In general, only characters on the side that starts the battle should have turns in the FIRST round. In most cases surprise will last only one round, and normal sequencing is applied in all subsequent rounds. However, if the GM decides that an individual character is surprised to a greater degree, or is surprised in the middle of a fight, he may assign a Special Penalty at his discretion.

TACTICAL ADVANTAGES

A character may earn bonus Action Options (tactical advantages) in his own or someone else's turn. A Tactical Advantage represents a flurry of activity which is assumed to happen within the normal combat turn; it does not extend the length of a turn or round.

A character wins a Tactical Advantage if he causes an opponent to fail a shock, stumble, or fumble roll, or destroys the weapon of an engaged opponent. Tactical Advantages are also generated by the Melee Attack Table. When a character wins a tactical advantage, he may use it to attempt any legal Action Option IMMEDIATELY, regardless of whose turn it is.

No more than ONE tactical advantage may be executed in a given character's turn. If a second tactical advantage is won in the same turn by EITHER party, it is ignored and the turn is over. If both opponents gain simultaneous tactical advantages (both fumble, stumble, etc.) the turn ends.

MOVEMENT

Except when grappling, only one character may occupy a hex at a time.

A character's movement rate depends on his "effective Mobility", defined as his Mobility less physical penalty. Assuming level terrain, good lighting, no obstructions, etc., there are three movement rates:

CRAWING
A conscious, prone character may crawl up to 50% of his effective Mobility per combat turn.

WALKING
A character may walk up to his effective Mobility per combat turn.

RUNNING
A character may run up to twice his effective Mobility per combat turn, but accumulates fatigue points equal to his fatigue rate per turn.

In practice, movement is measured in hexes equal to one fifth of effective mobility. That is, a character with an effective mobility of 40 has a basic move of eight (8) hexes. He can crawl four hexes, walk eight hexes, or run sixteen hexes. However, any conscious character, even if his Effective Mobility is zero, may (normally) move a minimum of one hex per turn.

OBSTACLES AND STUMBLE ROLLS

If a character encounters an obstacle in the course of movement, the GM may order a Stumble Roll [see: Combat 9].

ENGAGEMENT ZONES

Because the potential exists to attack/influence any creature that comes within range, each character has an "Engagement Zone".

A character's Engagement Zone consists of the hex occupied and all adjacent hexes (7 hexes in all). Generally, a character moving must halt immediately he enters the Engagement Zone of an enemy, and may only move at one hex per turn when moving from one hex to another hex in such zones. Engagement Zones have no effect on the movement of friendly characters.

Any character within an enemy Engagement Zone, is ENGAGED with that enemy. Generally, characters who are engaged may attack each other. It is possible to be engaged with up to six enemies at a time. The following restrictions apply to Engagement Zones:

[1] Engagement Zones do not extend into adjacent hexes which, in the opinion of the GM, are blocked by terrain features such as high walls or closed doors.

[2] The Engagement Zone of a conscious, prone character is only the hex he occupies. This means a standing character is not engaged by an adjacent prone character, although the prone character is engaged by the standing character. Similarly, two adajacent prone characters do not engage each other. Unconscious characters have no Engagement Zone, but may constitute obstructions.

WEAPON	GROUP	WT	WQ	A/D	Pr	Se	B	E	P
Hand/Forearm	Unarmed	-	--	0/3	--	05	0	-	-
Foot/Knee	Unarmed	-	--	1/1	--	05	1	-	-
Headbutt	Unarmed	-	--	0/0	--	--	1	-	-
Fighting Claw	Unarmed	T	9	1/2	--	05	-	2t	-
Buckler	Shield	3	12	1/B	--	--	1	-	-
Roundshield	Shield	6	13	1/R	--	--	2	-	-
Kite Shield	Shield	7	13	1/K	--	--	2	-	-
Knight Shield	Shield	5	13	1/H	--	--	2	-	-
Tower Shield	Shield	8	13	1/T	--	--	2	-	-
Boss Gore	Shield	1	12	---	--	--	-	-	3
Dagger	Dagger	1	11	1/1	--	05	1	2	4
Knife (m)	Dagger	1	10	1/0	--	05	0	1	3
Taburi	Dagger	1	11	1/0	--	05	0	-	3
Keltan	Dagger	2	11	1/2	--	05	2	0	3
Longknife (r)	Sword	1	11	2/2	--	05	1	3	5
Shortsword	Sword	2	11	2/1	--	10	2	4	4
Mankar (r)	Sword	2	11	2/1	--	10	2	5	0
Broadsword	Sword	3	12	3/2	--	15	3	5	3
Falchion	Sword	4	11	3/1	--	15	4	6	1
Mang (r)	Sword	3	10	3/2	05	20	3	5	0
Estoc	Sword	3	11	3/2	--	15	3	3	6
Bastard Sword	Sword	5	12	4/2	10	20	4	6	4
Battlesword	Sword	8	13	5/2	20	30	5	8	4
Stick/2ft (c)	Club	2	8	2/1	--	05	2	-	-
Club (c)	Club	3	10	3/1	--	10	3	-	-
Mace	Club	4	11	3/1	--	10	5	-	-
Morningstar	Club	5	11	4/1	10	20	-	-	5
Maul (c)	Club	7	10	4/1	20	30	5	-	-
Sickle (m)	Axe	1	9	1/1	--	05	1	4	3
Shorkana	Axe	2	10	1/1	--	10	3	5	-
Hatchet (m)	Axe	2	9	1/1	--	10	3	4	-
Handaxe *	Axe	3	11	2/1	--	10	4	6	4
Warhammer *	Axe	5	11	3/1	05	15	6	-	5
Battleaxe *	Axe	6	12	4/2	15	25	6	9	6
Nachakas	Flail	1	10	3/2	--	05	2	-	-
Grainflail (c)	Flail	2	9	4/1	--	10	4	-	-
Ball & Chain *	Flail	4	12	4/2	--	15	6	-	4
Warflail	Flail	5	11	5/2	20	30	8	-	-
Net, etc	Net	4	9	4/0	05	10	2	-	-
Whip (h)	Whip	2	9	5/1	--	10	1	1	-
Isagra (L/h/r)	Whip	4	11	5/1	--	10	3	3	-
Javelin	Spear	3	10	3/1	--	15	2	-	6
Staff (c)	Spear	4	11	4/3	10	20	4	-	-
Spear **	Spear	5	11	4/2	10	20	4	-	7
Trident	Spear	6	12	4/3	10	20	4	-	5
Lance **	Spear	8	11	5/1	15	25	4	-	8
Glaive	Polearm	8	11	5/2	20	35	6	7	7
Poleaxe *	Polearm	7	11	5/1	20	35	6	9	6
Falcastra (m)	Polearm	6	9	4/1	20	35	3	5	6
Pike (L)	Polearm	12	12	5/1	25	40	4	-	8
Shortbow (f)	Bow	2	10	n/a	n/a		-	-	6
Longbow (f)	Bow	3	11	n/a	n/a		-	-	8
Blowgun (r)	Blowgun	1	8	n/a	n/a		-	-	0
Sling (h)	Sling	T	9	n/a	--	20	4	-	-
Staffsling (c)	Sling	1	10	n/a	15	30	5	-	-
Crossbow (r)	+bow	5	10	n/a	n/a		-	-	7

WEAPON

Some weapons are not made with weaponcraft skill. The normal weaponcraft rules are used, but the skills are: (c) Carpentry, (m) Metalcraft, (h) Hideworking, (f) Fletching. The availability of weapons marked (r) are limited by race or region. With weapons noted (*), Point aspect is optional; if included, -1 from WQ. (L) Weapon may only attack at 2 hex range, never an adjacent target.

GROUP

The weapon skill group. Each weapon has its own skill, but any weapon within its group may be used at a penalty of 10 ML. See: Skills 15.

WEIGHT [WT]

The typical weight of the weapon in pounds. Any bow, and any weapon whose typical weight is three or more pounds, may also be made in a light or heavy version. Light weapons weigh 25% less; heavy weapons weigh 25% more. These adjustments affect impact (below). Trace (T) items, and arrows, slingstones, etc. weigh 0.1 pounds each.

WEAPON QUALITY [WQ]

Average weapon quality.

WEAPON CLASS [A/D]

The attack/defence class of the weapon.

HAND MODE [Pr/Se]

There is no penalty for using a weapon two-handed, but some are penalized (special penalty) when used in the Primary (Pr) or Secondary (Se) hand. If the weapon is used in the primary hand only (right-hand for most characters) any penalty under (Pr) is applied; if used in the secondary hand only, any penalty under (Se) is applied. Bows and Blowguns can only be used two-handed. Weapons indicated (**) are not penalized if used in the primary hand for a mounted charge.

WEAPON IMPACT/ASPECT [B E P]

Weapons are rated for impact in one, two, or three aspects: Blunt/Blow (B), Edge/Cut (E), and Point/Stab (P). The wielder may choose from available aspects. A dash (-) indicates the weapon never has the aspect. A zero (0) rating means the weapon has the aspect, but has no "add" to strike impact. The fighting claw has "tear" aspect of 2.

STRENGTH/WEIGHT ADJUSTMENTS

Weapon Impact is adjusted for weapon weight class and the Strength of the user.

	Weapon Weight Class		
Strength	Light	Average	Heavy
01-07	75%	75%	75%
08-13	75%	100%	100%
14+	75%	100%	125%

EXAMPLE: A character with 14+ Strength has 125% impact with a heavy falchion (5lbs), 100% impact with an average falchion (4lbs), and 75% impact with a light falchion (3lbs). Modify all impacts as necessary: a character with 14+ Strength using a heavy falchion has 5 (B), 8 (E) and 1 (P); a light falchion would always be 3 (B), 5 (E) and 1 (P).

WEAPON PRICES

For average weapon prices, see Combat 21.

ACTION OPTIONS

In his turn, a character must select and execute ONE Action Option. Some options will end the turn, some will trigger additional routines such as attack/strike resolution. If a character wishes to attempt some reasonable action not covered by the Action Options, the GM may resolve the attempt by some appropriate skill or attribute roll.

REST

Character remains in place and does nothing except possibly to sit/lie down. Characters who rest, recover fatigue points equal to one sixth of their Endurance per MINUTE. That is, a character with Endurance 3-8, would recover 1 FP after resting for six consecutive turns; a character with Endurance 9-14, would recover 1 FP after resting for three consecutive turns; and a character with Endurance 15-20 would recover 1 FP after resting for two consecutive turns.

FREE MOVE

Only unengaged characters may select this option. A Free Move is made at effective Mobility, using crawling, walking, or running movement rate as desired. A Free Move may not ENTER the Engagement Zone of any enemy character. If an enemy character is NOT engaged, and circumstances do not limit his movement/reaction, a Free Move may not come within three clear hexes of this enemy character. In the course of a Free Move, characters may (within reason), change weapons, open and close doors, pick things up, etc.

ENGAGE

A move to enter the Engagement Zone of an enemy. Characters can move one half effective Mobility to engage. That is a character can engage by crawling at 25% effective Move, walking at 50% effective Move, and running at effective Move. The move must terminate immediately an enemy Engagement Zone is entered. Whichever of the (now) engaged parties has the highest effective Mobility gains a tactical advantage.

DISENGAGE

A character who is already engaged can NOT make a Free or Engage Move. Characters disengage by moving ONE hex out of ALL enemy engagement zones (if possible) and then moving up to 50% effective Mobility. That is, after moving one hex to disengage all enemies, a character can crawl at 25% effective Move, walk at 50% effective Move, and run at effective Move. The move must terminate immediately another enemy Engagement Zone is entered, but the character may NOT attack this opponent (this turn).

RISE

When a character stumbles (falls prone) a Rise option must be used to get up. If miniatures are being used, the prone position can be shown by lying the figure down on the playing board. The Rise option may be selected by any CONSCIOUS prone character. It will be automatically successful unless the character is forcibly held down, seriously injured, or otherwise impeded. The GM may require a successful 3d6/4d6 roll against Agility to resolve a Rise option under difficult circumstances.

GROPE

Any action taken which involves the use of manual dexterity, but is not an attack. For example, an attempt to draw or change weapons, string a bow, or pick up any item from the ground (same hex) is a Grope. The option is generally successful, but the GM may require a successful 3d6/4d6 roll against Dexterity if he judges the Grope to be difficult. Note: dropping an item which is tied-on is a Grope, but untied items held in the hand may be freely discarded at any time.

MOUNT/DISMOUNT

The option used to mount/dismount a steed in combat. This is resolved by a roll against Riding Skill. See: Skills 15 and Combat 13. CS earns a tactical advantage, CF implies a fall inflicting 2d6 Blunt impact to the body zone.

GRAPPLE ATTACK

Any attempt to grapple, hold, or wrestle with an engaged opponent, resolved with the Grapple sub-sequence (Combat 10). If already engaged, a character may move one hex (if possible) and then grapple any enemy he is (now) engaged with. A character who is held or who has a hold at the beginning of his turn must select the Grapple option.

MELEE ATTACK

An attack with a melee weapon on any engaged character, resolved by the Melee Attack Sequence (Combat 5). If already engaged, the character may move one hex (if possible) and then attack any enemy he is (now) engaged with.

MISSILE ATTACK

Missile weapons which are unprepared (unstrung, packed, etc.) must be prepared by means of a GROPE option, and may not be used until the next turn. Missile attacks are resolved by means of their own sub-sequence (Combat 12). Missile options are:

[1] Load/Fire (or Fire/Load) a short/long bow.
[2] Draw/Throw (or Throw/Draw) any weapon/item.
[3] Load a crossbow OR fire a loaded crossbow.
[4] Load/Fire (or Fire/Load) a blowgun.
[5] Load/Cast (or Cast/Load) a sling.

A missile attack can not be selected by an ENGAGED character unless the weapon is already loaded/held. However, a MELEE attack with the missile weapon is possible. A short bow or blowgun would be treated as a stick; a longbow as a staff, crossbow as a club, etc.

ESOTERIC OPTION

This option is available to characters capable of using magic or psionics or to those who wish to call for divine intervention. The option may not (GM discretion) be available to ENGAGED characters. If a spell takes more than ten seconds to cast, it must be readied over several turns. If a character is disturbed before casting, his ML should be reduced by 5-30 points, and if injuried during preparation, additional effects may apply. Note: the use of magic, psionics, or divine aid in combat must always be governed by GM discretion.

QUICK COMBAT SYSTEM

Quick Combat simulates the dynamics of a melee without concern for details that would not be apparent to PCs who are not directly involved. It should only be used when an NPC attacks another NPC. Any melee may simultaneously involve PCs/NPCs who are using the normal combat system, and NPCs who are using the Quick System. NPCs switch to the normal system when they attack/defend against PCs.

The QCS differs from the normal system only in terms of attack resolution. At GM discretion, NPCs may engage and attack the nearest enemy NPC. If already engaged, they may attack or disengage at GM discretion.

The defender's Initiative Rating [IR] is subtracted from the attacker's IR. The optional add to IR for weapons (Combat 1) should always be used for Quick Combat. If the differential is less than -6, increase to -6; if more than +6, reduce to +6. Then, roll 1d20 and add the differential. Results are read as follows:

01-02	Attacker Down
03-07	Attacker Back
08-13	No Effect
14-18	Defender Back
19-20	Defender Down

DOWN

A downed character is unconscious and falls prone. He may be ignored until the battle ends or until some PC takes an interest in him. The GM should note the type of weapon with which he has been struck (eg. downed by handaxe).

BACK

The indicated character moves back one hex. His opponent may advance to maintain contact (if this makes sense).

MOPPING UP

Once the battle is over, the PCs may wish to determine the injuries sustained by downed NPCs, especially if they are friends or potentially valuable prisoners. For each downed NPC, roll on the following table. The GM may fill in details and generate injury points as desired. It may be assumed that all downed characters are unconscious when examined, and will remain so for 2d6 minutes. When they recover consciousness, give them 3d6 + EI fatigue points; if this exceeds their Endurance they are also in shock.

1d10	INJURY	CONDITION
01-02	Minor injury	1d10 IP
03-06	Serious injury	1d10+10 IP
07-08	Grievous injury	1d10+20 IP
09-10	Roll twice (more)	

MASS COMBAT

Any man to man combat which involves more than twenty or so combatants is unwieldy. This is especially true with the amount of detail allowed for by the Harnmaster system. The Quick Combat System helps to speed up the process, but there are limits.

If player characters are involved in large skirmishes, their knowledge and influence should be limited to the action immediately surounding them, generally to what is happening in their vicinity. PCs may win a part of the greater conflict, while the army as a whole is routed. Similarly, they could fare poorly and be saved by victorious reinforcements from another part of the battle.

The GM may resolve the action outside the PCs influence by resorting to a modified quick combat system. Opposing sides may be rated in terms of combat effectiveness between 1-10 at GM discretion. The differential between them may be added to a 1d20 roll on the QCF table, reading "down" results as routed, and "back" results as an increase in the differential of +1.

This system is not designed to settle major battles; a future publication will provide the rules necessary to deal with such conflicts.

MISSILE COMBAT

The missile sequence is used when a character fires or throws a missile. The basic ML for firing a missile is the applicable skill (see: Weapon Data table). Any thrown item which does not have a specific skill, employs Throwing skill. A broadsword, for example, will be thrown with Broadsword skill, while a rock or tree branch would use Throwing skill. Basic ML is modified as follows:

[1] RANGE TO TARGET

A range modifier is given on the table below. Find the shortest range which EXCEEDS the actual range. That is, if the actual range is 6 hexes, use the range modifier in the 12 hex column. If "n/a" is shown under the range, the weapon will not reach that far. Note: the modifiers are biased towards high velocity missiles such as arrows, slingstones, and quarrels. They not only have a higher range, but are also more accurate at short range. On the other hand, low-velocity missiles are easier to block/dodge, reflected by a penalty for these weapons even at the closest range.

MISSILE	RANGE (5 foot hexes)						
	2	5	12	30	60	120	240
Rock/etc.	-10	-15	-20	-40	-80	n/a	n/a
Spear/etc.	-5	-10	-15	-30	-60	n/a	n/a
Handaxe/etc.	-5	-10	-20	-60	n/a	n/a	n/a
Dagger/etc.	-5	-15	-25	-60	n/a	n/a	n/a
Melee Weapon	-10	-25	-50	-75	n/a	n/a	n/a
Taburi	+0	-10	-20	-50	n/a	n/a	n/a
Shorkana	+0	-5	-15	-50	n/a	n/a	n/a
Javelin	+0	-5	-10	-20	-40	n/a	n/a
Net/etc.	-5	-20	-50	n/a	n/a	n/a	n/a
Heavy Longbow	+20	+10	+5	+0	-10	-30	-50
Med. Longbow	+20	+10	+5	+0	-15	-40	-80
Light Longbow	+20	+10	+0	+0	-25	-60	n/a
Heavy Shortbow	+20	+10	+5	+0	-15	-40	-80
Med. Shortbow	+20	+10	+0	+0	-25	-60	n/a
Light Shortbow	+20	+5	+0	-5	-35	-80	n/a
Heavy Crossbow	+30	+20	+10	+0	-20	-80	n/a
Med. Crossbow	+30	+15	+5	+0	-30	n/a	n/a
Light Crossbow	+30	+10	+0	-5	-40	n/a	n/a
Sling/stone	+10	+5	+0	-10	-25	-50	n/a
Staffsling	+5	+5	+0	-5	-20	-40	-80
Blowgun	+25	+10	+0	-20	n/a	n/a	n/a

Note: Heavy, Medium, and Light refers to the Strength option to bear such weapons. See: Weapon Data Table.

[2] TARGET SIZE

The larger the target, the easier it is to hit. No modification is made for man-sized creatures. If the target is twice the size of a man +20, if half the size of a man -10. If the target is prone subtract an additional 10.

[3] AIMING ZONE

The attacker selects an aiming zone and modifies his ML (as for melee combat).

[4] ATTACKER MOVING/MOUNTED

If the ATTACKER is mounted or moving he subtracts 10-20 (or more) from his ML (GM discretion).

DEFENCE

If the target is aware of the missile attack he may select Block or Dodge. If the target is stationary, and not aware of the attack, he selects Ignore. If the Target is moving (engaged in a melee for example) the defence is always DODGE, even if he is unaware of the attack.

BLOCKING

When attempting to block a missile attack, use the Shield Block or Weapon Block table as appropriate. The defender may attempt to catch missiles by using 50% Unarmed Combat ML with the Weapon Block table; a successful block is a catch.

MISSILE ATTACK RESOLUTION

Once the attacker and target have calculated their EMLs, they roll to determine success level and read the result from the MISSILE ATTACK table:

WILD

The missile has been fumbled or has gone in a randomly generated direction at GM discretion.

MISS

The missile narrowly misses the target. There is a 20% chance the missile has struck a character in an adjacent hex to the right/left (randomly determined).

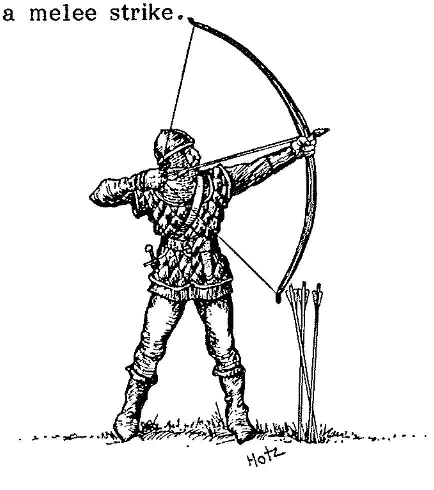
BLOCK

Missile has struck the blocking weapon/object. Check for weapon damage if either weapon is enchanted, or the missile weighs over one pound.

STRIKE

Missile has struck the target at impact indicated. That is, A*2 indicates a strike of 2d6 + impact for the missile. If a missile has more than one aspect, CS will allow the attacker to choose which aspect has struck. With MS, the striking aspect should be randomly determined at GM discretion. Weapons which are likely to turn over in flight (axes/knives/swords/etc.) have an equal chance for all aspects, although balanced weapons such as the Taburi or Javelin are more likely (80:20) to strike with the point than anything else.

Determine strike location as normal. If the missile strikes a body part which (in the opinion of the GM) is behind cover (shield, wall, tree, etc.) the strike is on the covering item not on the target. Other than this, a missile strike is treated in the same way as a melee strike.



FUMBLE ROLL [F]

A fumble roll is made to determine whether a character has dropped item(s) held in his hand/etc., or failed to execute a feat of manual dexterity (grope). Fumble rolls may be triggered by the Attack Table(s), by injuries, or ordered by the GM at any time. In most cases a specific number of d6 to be rolled are given, otherwise roll 3d6 against Dexterity.

The character's Endurance Index [EI] is added to a fumble roll at GM discretion. Fumble rolls should be modified (-2) when the item is held in two hands. If the item is tied on, as is the case with many shields, subtract 5 from the roll. If the (modified) result exceeds Dexterity, a fumble has occured.

When an item is fumbled, roll 1d10: a number 1-6 indicates the item is knocked into an adjacent hex (1=N, 2=NE, 3=SE, 4=S, 5=SW and 6=NW); a roll of 7-10 indicates the item has fallen in the same hex.

STUMBLE ROLL [S]

A stumble roll is made to determine whether a character has fallen prone. It may be triggered by the Attack tables, by an injury, or ordered at any time by the GM. In most cases a specific number of d6 to be rolled are given, otherwise roll 3d6 against Agility.

The character's Endurance Index [EI] is ALWAYS added to a stumble roll. Other modifiers may also be necessary for obstructions. A (modified) result exceeding Agility is a Stumble - the character falls prone. Depending on his velocity, a character may, at GM discretion, land in an adjacant hex.

OBSTRUCTIONS

When a significant obstacle is encountered in the course of movement, the character should make a stumble roll. Obstructions are classed as LIGHT (low bushes or furniture, prone bodies, etc.) or HEAVY (low walls, tables, large piles of refuse, etc. The stumble roll is modified according to the character's activity and the class of obstruction encountered.

ACTIVITY	LIGHT	HEAVY
Walking	+1	+2
Running	+2	+4
Poor Light	+1	+2
Moving Backwards	+2	+4

Obstruction modifiers are cumulative: a character running backwards, in poor light, would add 10 to a heavy obstruction stumble roll.

MORALE

Morale is a critical factor in most battles, but it is also an elusive concept. The most important consideration is a character's perception of his situation. If things look bleak, he may break, but this depends on his personality and training. Seeing a friend slain, or being vastly outnumbered, may make one character turn and flee, while another fights harder.

MORALE CHECKS

PCs rarely require morale checks; they are usually quite sensitive to the survival prospects of their characters. They tend to know when they are threatened and will act accordingly without compulsion. Morale checks are always made at GM discretion, usually only for NPCs. If, at the beginning of his turn, a character faces a grim/possibly fatal situation, a morale check should be made before selecting an Action Option. Roll 1d100 against four, five, or six times Will, depending on the gravity of the situation:

CRITICAL FAILURE
There is a 50% chance that the character will go Berserk. Otherwise he will flee or surrender (whichever is most practicable).

MARGINAL FAILURE
If feasible, there is a 50% chance the character will attempt to withdraw from the situation. Otherwise he will become Desperate.

MARGINAL/CRITICAL SUCCESS
The character's morale holds; take normal turn.

DESPERATION

A desperate character will attempt to conclude the battle, one way or the other, as soon as possible. Until the situation changes and he passes a new morale check, he will select the most aggressive options available to him.

BERSERK

This is a special state of battle frenzy. Any character who enters this mode fights desperately until the battle is won or he dies. A berserk character adds 20 to his EML when attacking, and subtracts 20 from his EML in defence. Some characters have a cultural heritage of berserking, or a particular reason to go berserk; their chances of becoming berserk may be enhanced by the GM. At GM discretion, PCs may voluntarily enter berserk mode.

TANGLES

Certain weapons have the facility to tangle an opponent or his weapons. Some weapons, such as the net, are designed specifically for this purpose. Tangle attacks may be attempted with a cloak, blanket, net, ball & chain flail, whip or rope, or with other items at GM discretion.

TANGLE ATTACKS

The attacker must declare his intent to tangle (instead of strike) with a specific tangle weapon, naming his target and aiming zone normally. A tangle attack is treated as a melee attack, or missile attack if the tangler is thrown. The defender may choose any defence option. The attack is then resolved as any other (melee/missile) attack. If the result is a block, the defender's weapon is tangled. If a strike occurs, the zone (not specific location) aimed for is tangled. A successful tangle inflicts a special penalty on its victim:

Head/Leg ------- 5d6 Special Penalty
Arm/Body------- 4d6 Special Penalty
Weapon ----------5d6 Special Penalty

When the tangle first occurs, the attacker immediately gains a Tactial Advantage. Tangle penalties apply until cleared by a successful 4d6 GROPE; tangled weapons may be dropped.

GRAPPLING

Grappling is as complex as conventional weapon combat. The following rules cover basic actions and establish a framework to handle unusual situations. This section is used whenever a character attempts to obtain or exploit a hold.

OBTAINING A HOLD

A grapple attack may be attempted against any engaged opponent by any character with appendages which can grasp. If an attacker attempts to grapple, the Grapple Attack Table is used for resolution (the Defender may Counterstrike, Dodge, Ignore or Grapple). The target of a weapon attack may also select Grapple as a defence.

A character who attempts a grapple moves into his opponent's hex. If both characters attempt to grapple, both will be located in the defender's hex. Unless a hold is obtained and maintained, the characters will end the turn in adjacent hexes. Note: A grapple attack upon a prone character presumes that the attacker falls prone in the same hex.

Any character who opts to grapple must declare: (1) The specific body part he is attempting to grapple; and (2) how many hands he is using.

GRAPPLING ML

The basic ML for grappling is Unarmed Combat ML (minus physical penalty, etc.). Some entries in the Bestiary include an ML for "Squeeze" attack; this is used as the basic grappling ML where given.

Note: it may also be possible to grapple with the legs, etc; if the legs are being used, reduce basic ML by 50%. Tentacles/etc. may normally grapple without aiming modifiers.

The following table shows adjustments to Unarmed Combat ML according to the location of the hold being attempted and the number of hands being used. For example, if the grappler is attempting to sieze his opponent's left elbow with one hand, reduce his ML by five (-5).

Target	One Hand	Two Hands
Head/Neck	-20	-10
Arm/Hand	-5	+0
Weapon/etc.	-10	+5
Leg/foot/tail	-40	-10
Body (torso)	-50	-10

A grapple is always class [0]. If, for example, the defender grapples against a broadsword attack (class 3), the weapon modifier table gives a result of A15.

Grapple attempts are resolved in the normal manner, by comparing the success levels of attacker and defender. If ONE party obtains a hold, he gains a tactical advantage which must be used to exploit. If both parties obtain holds they remain grappled (in the same hex) and the turn ends. If neither party obtains a hold, the attacker returns to his hex.

EXISTING HOLDS

A character who is held or who has a hold at the begining of his turn must select the Grapple action option and proceed straight to Exploitation.

EXPLOITATION OF HOLDS

There are six exploitation options. Animals rated in the bestiary for "Squeeze" will select the squeeze option when they have holds; the impact of the squeeze is also given in the bestiary.

[1] STRIKE

A character with a hold (or held) may attempt to strike his opponent with a free hand, weapon, foot, knee, headbutt, etc. Any strike attempt while grappled is in CLOSE mode.

[2] TAKE/GRAB

A character with a hold on an item held by the opponent may attempt to snatch it away. Each contestant rolls against 3 x Strength (if using 1 hand) or 5 x Strength (2 hands). If the item is strapped to one of the contestants, he adds 20 to his ML. The party who achieves the higher degree of success obtains/retains the item and withdraws into an adjacent hex; the turn ends. In the event of a tie, the hold is maintained and the turn ends.

[3] SQUEEZE

This is an attempt to damage the anatomy held by twisting, squeezing or choking. The holder rolls against 5 x Strength (if squeezing with 2 hands/arms) or 3 x Strength (one hand/arm):

CF:	Hold Broken	MS:	1d6 Squeeze Impact
MF:	No effect	CS:	3d6 Squeeze Impact

Determine impact as with any other strike. Squeeze impact is given in the bestiary for some animals; if they achieve CS, add 2d6 to impact. If the squeeze causes injury, a tactical advantage is gained, which may be used to exploit again. If the squeezer achieves CF/MF he must withdraw into an adjacent hex and the turn ends.

[4] THROW

An attempt to render the target prone. Both the thrower and his opponent roll against Unarmed Combat EML. If the thrower achieves a higher level of success, he has successfully rendered his opponent prone in an adjacent hex of his choice. Impact with the ground will inflict a blunt (2d6) strike located on body zone. If both parties achieve equal success, the hold is broken, and the thrower must withdraw to an adjacent hex. If the defender achieves a higher level of success, the thrower withdraws and the defender wins a Tactical Advantage.

[5] MAINTAIN

An attempt to maintain the hold. A hold may be automatically maintained until the defender, or some other factor, breaks it. If the hold is maintained, the turn ends with both parties in the same hex.

[6] BREAK HOLD

A character who has a hold, but is not held, may automatically release it and move into an adjacent hex; this ends the turn.

A held character may use this option to break the hold. Both parties roll against Unarmed Combat ML. The hold is broken if the holder achieves a lower success level. Note: whenever the holder suffers an injury, from any source, he must roll 4d6 (+EI); if the roll exceeds his Endurance, the hold is broken.

STUMBLE [S]

The attacker (AS) or defender (DS) or both (BS) must make an immediate Stumble Roll, with the number of dice (d6) indicated. That is, AS4 means the Attacker makes a 4d6 stumble roll. If ONE character stumbles his opponent gains a Tactical Advantage (see TA below). Otherwise the turn ends. See: Combat 9 for stumble routine and modifiers.

TACTICAL ADVANTAGE [TA]

The attacker (ATA) or defender (DTA) has gained a tactical advantage, and may immediately take a bonus action option. Exception: if this is the second TA generated in this TURN, the turn ends.

STANDOFF/MISS [●]

The attack has failed to generate an advantage for either character. The turn ends.

HOLD [Hd]

The attacker (AHd) or Defender (DHd) or both (BHd) has gained a hold on his opponent by grappling. For Grappling routine, see Combat 10.

STRIKE [*]

The attacker (A*) or Defender (D*) or both (B*) strikes with the declared weapon/aspect. The number following the asterisk (*) is the number of d6 that will be rolled to determine strike impact. Note impact dice and proceed to Strike Resolution.

WEAPON DAMAGE (Blocks)

Weapon damage checks occur when a BLOCK is generated by the Melee Attack table. They may also be required, at GM discretion, when a weapon strikes a hard object such as a stone wall. The weapon with the lowest quality must check for damage first. If both weapons have equal quality, the Attacker checks first. The second weapon checks only if the first weapon is undamaged. Enchanted weapons check for damage only if they impact with enchanted weapons or armour.

A weapon damage check is made by rolling 3d6 against weapon quality, or 4d6 if the opposing weapon/object is enchanted. If the roll exceeds Weapon Quality, the weapon is destroyed (in terms of combat effectiveness). Destroyed weapons may, at GM discretion, turn into other types of weapon; a spear that breaks may become a staff or stick; a battlesword may become a shortsword with no point, etc.

ARMOUR DAMAGE (Optional)

Any penetrating strike against rigid armour implies damage to the armour. A penetrating strike against non-rigid armour (such as mail) MAY only mean that the armour has been driven into its wearer's flesh and is undamaged. Checks to determine armour damage are made at GM discretion. Damage rolls for enchanted armour need only be made if the striking weapon is also enchanted. If a piece of armour is damaged, it MAY lose all or some of its protective value until repairs are made, and may tangle (special penalty) the wearer.

STRIKE RESOLUTION

The following steps are taken whenever a strike occurs:

[1] STRIKE LOCATION

Strike location is important because, (a) only the armour worn at the location struck is relevant, and (b) injury effects vary by location; a blow to the skull is usually more serious than an equal strike to the foot. Roll 1d100 on the STRIKE LOCATION table. This table has columns for four aiming zones: head, arms, body, and legs. If the attacker made no declaration of aiming zone, the column for "Body" is used. Groin strikes against female or neuter targets should be treated as Abdomen strikes.

Optional breakdown subtables are provided for the face or hand. This may be significant if, for example, the target has a helmet equipped with a nose and/or cheek guard.

FACING

Most characters instinctively turn to face the most imminent threat; hence facing is not relevant in most cases. Some armour, however, only covers part (usually the front) of a strike location. If it seems necessary to determine whether the front or back of a strike location is struck, it may be assumed that there is normally a 75% chance of being struck on the front side.

NON-HUMANOID TARGETS

The names of body parts on the table are intended for humanoid bipeds. With quadrupeds, "arm" may be read as foreleg, and "leg" as hindleg. That is, a strike on a horse's "left hand" is a strike on its left, front hoof. Read any strike to a non-existent upper appendage as a strike to the Thorax, and one to an absent lower appendage as a strike to the abdomen.

[2] STRIKE IMPACT

Strike Impact is the force of the strike. It is equal to the impact roll from the Combat table, plus the weapon impact. Example: attacker gains a A*2 (2d6) edge strike with a battlesword (edge impact 8). If he rolls a 9 with his 2d6 impact dice, his strike impact is 9 + 8 = 17.

[3] EFFECTIVE IMPACT

This is the force actually delivered to the target. It is determined by subtracting applicable armour protection (Armour Protection table) from Strike Impact. For example: if the preceding battlesword strike (Edge:17) were to fall on a strike location protected by mail and quilt (total edge protection: 11), the effective strike impact would be 6.

NOTE: Any effective impact of 1+ has some effect. The Injury Table does not register damage for Edge, Bite, Claw or Point strikes until 5+ effective impact. With impacts from 1-4, the armour (if any) has NOT been penetrated, but the victim is still injuried. Such strikes are minor cuts/stabs if no armour is worn, or bruises if armour is worn.

[4] INJURY DETERMINATION

The injury and its effect(s) are determined by the INJURY TABLE. Cross index the strike location with the appropriate Aspect and effective impact.

INJURIES

The Harnmaster system generates specific, graphic injuries such as bruises, fractures, and crushes. Each injury is also rated in terms of Injury Points [IPs] to determine their effect on physical activity (Injury Penalty). IPs also determine the amount of time the injury will take to heal.

For each aspect (blunt, edge, etc.) there are three basic levels of damage: Minor (yellow), Serious (orange) and Grievous (red). Injury points for each level are noted on the Injury Table. For descriptions of each injury and their healing, see Combat 27.

In addition to injury points, additional effects may result from injury. Most of these are given as letter codes on the Injury Table:

[K] Instant Kill	[E] Shock Roll
[A] Amputation	[F] Fumble Roll
[B] Bleeding Wound	[S] Stumble Roll

INSTANT KILL [K]

The wound may immediately prove fatal. Roll the indicated number of d6 (K3 means roll 3d6). If the roll exceeds the victim's Endurance, he is dead. If he survives, make a shock roll with one additional d6. That is, when a character survives a K3 roll, he makes an E4 shock roll.

AMPUTATION [A]

The wound may have amputated the body part. Roll the indicated number of d6 (A4 means roll 4d6). If the result exceeds one tenth the victim's weight, the part is severed. If amputation occurs in a vital area (eg. neck) the victim is dead. If amputation occurs, make an E5 shock roll and increase [B] rating by 1. If amputation does not occur, make an E4 shock roll.

BLEEDING WOUNDS [B]

Some wounds are rated as bleeding wounds; these will cause the victim to bleed to death unless emergency treatment is given. If no treatment is given, the victim accumulates the given number of "bloodloss points" [BPs] each combat turn. That is, if a wound is labeled B2, he accumulates two BPs per 10 seconds. The BPs for all wounds are recorded as a single injury called "Bloodloss". If the total number of BPs exceed Endurance, the victim falls unconscious but continues to bleed. When the total number of BPs exceed double Endurance, the victim dies.

Bloodloss may be halted by a tourniquet and/or hand pressure. Such emergency treatments may be attempted by the victim (if not unconscious or in shock) or by anyone able to assist him. Roll 1d100 against EML 50 (or Physician ML if higher) for any ONE wound per turn. CS/MS will halt the bleeding for that wound, although with MS the wound BPs for this turn are still taken. CF/MF implies the bleeding continues; another attempt can be made on the victim's next combat turn.

LIMB INJURIES

Any single injury in excess of fifteen injury points to a shoulder/arm/hand or hip/leg/foot, renders the entire limb unusable. Once the injury points have healed below 16 the limb may again be used. If the unusable limb is an arm, any items held by it are dropped; if the unusable limb is a leg, the character falls prone.

A bipedal creature with one usable leg is able to crawl unaided, or rise and walk with the aid of a staff/crutch/etc. A quadruped may rise/walk, at 50% effective mobility as long as it has three good legs. However, in almost all cases (GM discretion) a conscious character can crawl/walk at least one hex per turn.

Note: the GM may expand the concept of unusability to include eyes, and other discretionary body parts.

KNOCKBACK

Any single blunt strike to the body/head/neck whose IPs exceed the character's Strength causes him to be knocked back one hex. A character who is knocked back must make an immediate (4d6) stumble roll. A knockback of a mounted character unhorses him.

ENDURANCE INDEX [EI]

A number which reflects a character's current level of fatigue and injury. It is equal to the sum of Injury and Fatigue Points, divided by TEN and rounded DOWN. In other words, a character with injury and fatigue points totalling between 40-49, has an EI of 4. A character's current EI is recorded on the combat profile. The higher a character's EI, the more likely he is to fail a shock, fumble, or stumble roll.

SHOCK ROLL [E]

Shock rolls are made to determine whether a character loses consciousness and/or enters shock. When a shock roll is called for, the number of d6 to be rolled is indicated: for example, E2 means that 2d6 are to be rolled.

The character's EI is ALWAYS added to a shock roll. If the (modified) result exceeds Endurance the character is unconscious, otherwise there is no effect.

UNCONSCIOUS

The character has fainted from exhaustion, trauma, pain, etc., and falls prone in the hex occupied. Any skill, talent, or spell in which he was engaged fails critically. An unconscious character makes an e3 + EI shock roll to recover on each of his future turns in the combat sequence. If some attempt is made to revive the character (water, slapping, tonic, etc.) the recovery roll is modified -1. If the recovery roll exceeds Endurance, the character remains unconscious; if equal or less than Endurance he recovers consciousness. When the combat ends, characters who are still unconscious will regain consciousness in 2d6 + EI minutes.

SHOCK

When characters recover consciousness they are generally fatigued and may be in shock. All characters recovering consciousness accumulate 3d6 + EI Fatigue Points; if this number of fatigue points exceeds Endurance, the character is also in shock.

Characters in shock will display a variety of symptoms including pallor, cold sweats, weakness, and nausea. They will usually be incoherent and will gaze helplessly at their injuries. Shock rules out the use of virtually all skills, including spells and psionic talents. In a combat situation, a character in shock may REST, or WALK/CRAWL away; he will ignore attacks upon his person. See Combat 28 for recovery from Shock.

MELEE ATTACK SEQUENCE

The following sequence is used to resolve a melee attack. The character who selected the option is termed the attacker, his opponent the defender. The basic sequence is:

[1] Attack Declaration
[2] Defence Declaration
[3] Skill (EML) Determination
[4] Attack Resolution

That is, the attacker declares the type of attack he is making and the defender then specifies the type of defence he wishes to employ. These choices determine the skill/EML against which each combatant rolls. Each party then rolls against the appropriate EML and the attack is resolved by comparing success levels on the Melee Attack Table.

ATTACK DECLARATION

As necessary, the attacker must declare each of the following:

[1] DEFENDER

If adjacant to more than one enemy, the attacker must declare which enemy is the defender. Generally, the attacker may only attack one engaged enemy per turn, although if he earns a tactical advantage it may be used to attack another engaged opponent. A prone character may NOT be attacked if the attacker is also engaged with another standing enemy, unless this enemy is also engaged by another friendly character.

[2] ATTACK WEAPON

In choosing his attack weapon, the attacker is limited to those he has available and readied. Hands, feet, claws/paws, hooves, horns, bites, gores, etc., are considered to be weapons, as is any item held by a character. If the attacker fails to declare an attack weapon, he is assumed to be attacking with whatever weapon he has in his primary hand.

[3] WEAPON ASPECT

If the attack weapon has more than one aspect (blunt/edge/point/etc.) the attacker should declare the aspect he is using for the attack. If no such declaration is made, it is assumed that he is using whichever aspect has the highest impact rating.

[4] AIMING ZONE

The attacker may declare one of four intended strike zones (body, head, arms, or legs) on the defender. If he makes no such declaration, he is assumed to be attacking the defender's BODY zone. The GM should restrict or penalize the choice of Aiming Zone if he believes that the attacker could only reach certain zones of his target with the declared attack weapon.

DEFENCE DECLARATIONS

Once the attack is declared, the Defender must declare his Defence option from the following choices.

BLOCK

This is an attempt to block/parry the attacking weapon with a declared weapon. If the blocking weapon is not declared, the defender is assumed to be using the weapon in his SECONDARY hand (a buckler/shield if he has one), or the weapon in his primary hand if his secondary hand is unarmed or useless (injured). A successful Block will cause a check for damage to the weapons involved, but this may be an advantage if the Defender's weapon is of superior quality.

COUNTERSTRIKE

The defender simply attempts to strike the attacker first. He must declare weapon, aspect, and aiming zone, just like the attacker. Combat results tend to be bloody and to favour the attacker. Simultaneous strikes may occur.

DODGE

This is an attempt to evade the attack by ducking, jumping, etc. The defender rolls against his effective DODGE, which is Dodge ML minus any physical penalty. Acrobatics EML may be substituted for Dodge EML if desired.

GRAPPLE

This is an attempt to sieze a part of the attacker, his garb or weapons, and to exploit the hold by twisting or throwing. The defender rolls against his UNARMED Combat EML, and if he gains a hold on the attacker, he may exploit immediately as a tactical advantage. See: Grappling, Combat 10.

IGNORE

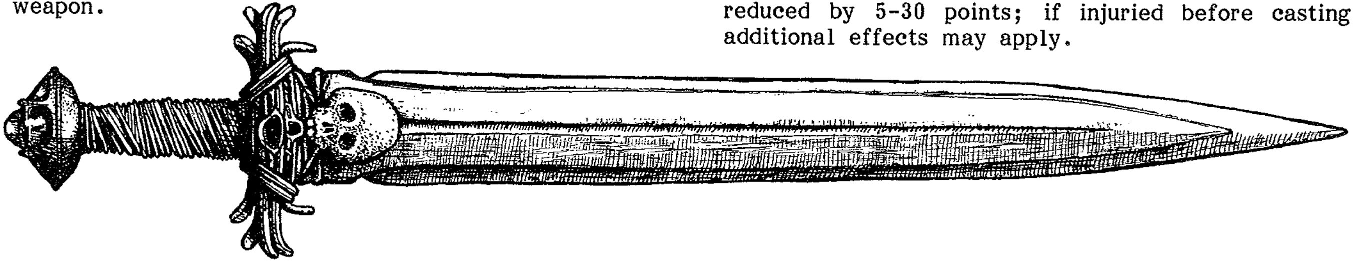
This option is normally taken only by characters who are totally unaware of the attack. This may result from extreme surprise or from the Defender being incapable of self-defence. The Defender makes no roll.

MISSILE DEFENCE

If a character has a missile weapon already loaded/held, he has the option to fire/throw it at any character who intends to engage him, but must do so BEFORE this character enters his Engagement Zone. In effect, having the weapon ready earns him a tactical advantage to make a missile attack on an approaching enemy.

ESOTERIC DEFENCE

In some cases magic, psionics, or divine intervention may constitute a defence. Unless prepared in advance, such powers may only be used for defence if the casting time is less than six (6) seconds. If a character is disturbed before casting, his ML should be reduced by 5-30 points; if injuried before casting, additional effects may apply.



SKILL (EML) DETERMINATION

Once the attacker and defender have declared their options, each makes a 1d100 skill roll against the appropriate EML. The basic ML when using a weapon is the applicable Weapon Skill, for grappling use Unarmed Combat Skill, and for dodging, use Dodge (or Acrobatics) skill. If the defender is ignoring, he makes no roll and, therefore, needs no ML. Basic ML is then modified BEFORE rolling, by any/all of the following modifiers:

PHYSICAL PENALTY

Each party subtracts (from his Basic ML) his Physical Penalty (the sum of Encumbrance, Injury, and Fatigue). Exception: mounted characters deduct only 50% of physical penalty.

SPECIAL PENALTY (or Special Bonus)

Each character adjust his Basic ML by whatever Special Penalties or Special Bonuses the GM deems applicable. This includes any wrong hand modifier, tangle penalty, etc.

AIMING MODIFIER

If the attacker/defender is aiming his attack at a strike zone other than Body, his ML is reduced by the "aim" modifier shown on the Strike Location table. The GM may also adjust at his discretion: for example, a mounted character aiming at the Head of a man afoot would have no aiming modifier, but should face a considerable penalty if aiming at his legs. Any of this may depend on weapon length, type, etc.

WEAPON MODIFIER

Weapons perform differently on attack or defence, and have been given an attack and defence class as noted on the Weapon Data Table. If a weapon is being used to Attack or Counterstrike, the ATTACK class is used. When a weapon is used to Block, its DEFENCE class is used. Note: Dodge and Grapple also have attack/defence classes. Weapon attack/defence class may be modified as follows:

OPEN/CLOSE MODE

A battlesword is generally superior to a shortsword when fighting outdoors, but in a narrow passageway or crowded melee, the advantage is less.

A character is considered to be in "close mode" if, in the opinion of the GM, he is significantly obstructed by an adjacant wall, tree, friendly character, etc. It is possible for the attacker to be in close mode while the defender is in open mode, and vice versa. The GM has the option to vary the definition of close mode, according to the type of attack/weapon in use; a weapon being thrusted may be less affected than one which is swung. The relevance of an obstruction is also a matter of GM discretion. If the obstruction is, for example, behind one of the characters, it may not interfere with action. On the other hand, an obstruction which is adjacant to both the attacker and defender is usually relevant.

When a weapon is used by a character in Close Mode, its attack/defence class is halved (rounded up). Hence, in Open Mode a broadsword has an attack class of 3; in Close Mode its attack class is 2. Exception: the attack/defence classes of a shield or buckler are not modified in Close Mode.

If a character is impeded only by friendly character(s), he has the option to attack or counterstrike in Open Mode; if, however, he does so there is a 30% chance that the attack will be directed at the nearest friendly character (it is otherwise normally resolved - the friendly target may defend himself).

MOUNTED

When attacking/counterstriking from the back of a horse (etc.) increase weapon attack class by one (eg. from 3 to 4). When a mounted character defends, his weapon defence class is reduced by one. Shields are unmodified.

Once the (modified) Weapon Class (or dodge/grapple class) of the attacker and target are known, they are cross-indexed on the WEAPON MODIFIER table. The results are: (•) neither the attacker's nor defender's ML is adjusted; (A) the attacker increases his ML by the number given; or (D) the defender's ML is increased by the number given.

PRONE MODIFIER

A character who is attacking a prone enemy increases his ML by 20, and a character who is defending against a prone character increases his ML by 20.

OUTNUMBERING MODIFIER

A character is outnumbered if he is exclusively engaged by two or more opponents. When counting opponents for this purpose, prone enemies are not included, nor are enemies who are themselves engaged by other friendly characters. Outnumbering is determined at the instant of attack; it can change during a round, or even during a turn.

An outnumbered character may attack one of his opponents in his turn, perhaps a second opponent if he wins a tactical advantage, and may defend against all attacks on him. However, his EML for any attack/defence is decreased by 10 for each enemy above one. That is, if a character is outnumbered three to one, he subtracts 20 from his ML for all attacks or defences.

MELEE ATTACK TABLE

Once both characters have calculated their EMLs, they make skill rolls to generate success levels (CF, MF, MS or CS) which are then cross-indexed on the Melee Attack table. Results are:

BLOCK

The defender's weapon has intercepted the attacker's; proceed to Weapon Damage routine. If a character's weapon fails, his opponent gains a tactical advantage, otherwise the turn ends. Note: if either the attack or defence weapon is a hand or foot (etc.), a block is treated as a (*2) strike on this body part.

FUMBLE [F]

The attacker (AF) or defender (DF) or both (BF) must make an immediate Fumble Roll for the declared attacking or defending weapon, rolling the number of dice (d6) indicated. For example, BF3 means both combatants make 3d6 fumble rolls. If ONE character fumbles, his opponent gains a tactical advantage. Otherwise the turn ends. See: Combat 9 for fumble routine and modifiers.

MOUNTED COMBAT

Riding a horse or other steed into battle has profound effects on combat ability. A steed and rider are sometimes considered individually, sometimes as a unit. Each member of the team limits and enhances the other's combat ability.

STEED LOAD

Each steed has a Load Rating. As long as the steed's load (including the rider and his gear) does not exceed the steed's load factor, actions by the steed are not penalized. If the steed is overloaded, it should be subject to an Encumbrance penalty for the excess (at GM discretion).

RIDING SKILL

Any character who mounts a steed for the first time can open the Riding skill appropriate to the species of steed. Riding Skill is subject to 50% of the physical penalty that would apply to the rider afoot.

INITIATIVE

The Initiative of a rider-steed combination is the sum of Rider Initiative and Steed Initiative. Hence, most steed-rider teams will move before any riderless steeds or unmounted characters.

STEED COMMAND CHECKS

Command checks are made whenever a rider wants his steed to attack, attempt a difficult feat, or move in combat. The rider declares the desired action and a roll is made against his Riding ML. If the check is successful, the action is attempted by the steed. If the check fails, the steed will continue whatever it is doing. If the command check fails critically, the steed may take action detrimental to its rider. A character who has forged a special relationship with a particular steed may give the mount verbal/sign commands at half Riding ML when dismounted.

STEED MOVEMENT

The Mobility (Mob) and Fatigue Rate (FR) of various steeds is given in the Bestiary. The GM should reduce Mobility if a steed is overloaded or injured. Horses and most other quadrupeds have four rates of speed. Steed fatigue will depend on speed.

Rate	Length of Move (10 secs)	Fatigue
Walk	Mob x 1' (20% Mob Hexes)	None
Trot	Mob x 2' (40% Mob Hexes)	FR x 1
Canter	Mob x 3' (60% Mob Hexes)	FR x 2
Gallop	Mob x 4' (80% Mob Hexes)	FR x 3

Steeds walking may move forwards or backwards and/or pivot on either end with no restrictions. Tight turns/pivots are not, however, possible at more than a walk. Generally, a steed trotting may only move forwards, and may only pivot one hex (60 degrees) every three (3) hexes. A cantering steed could pivot one hex every five (5) hexes; a galloping steed every ten (10) hexes.

A steed/rider (or other large, 2-hex figure) may select any of the movement Action Options for melee combat. That is, the steed may free move, engage, or disengage using its own effective Mobility. A steed may never enter a hex containing cavalry stakes or characters equipped with polearms.

STEED STUMBLES

Steeds may have to make stumble rolls or jump obstacles in the course of movement/combat. The number of dice used for a steed stumble roll depends on the steed's rate of speed: Walk (2d6), Trot (3d6), Canter (4d6), and Gallop (5d6). A roll in excess of the steed's Agility indicates it has stumbled. If the roll exceeds the steed's Agility by five (5) or more points, the steed has also broken a leg (etc.). A steed which stumbles will unhorse its rider, but may rise immediately (if uninjured) and may gallop away (GM discretion). Bear in mind that a significant obstacle for a man afoot may not be much of a hinderance to a 1,500 lb horse.

STEED JUMPS

Any reasonable obstacle may be easily jumped by a steed. Slightly more difficult jumps may be made by making a stumble roll: Walk/Trot (4d6), Canter (3d6), and Gallop (2d6). Note that more dice are rolled at the slower speeds.

MOUNTED ATTACKS

Most steeds occupy two (or more) hexes. Their engagement zones (all adjacent hexes) are therefore larger. When they first engage, or if already engaged, the rider or steed may attack an engaged opponent. The following attacks are possible:

STEED ATTACKS

A Steed may attempt to press/kick an adjacant opponent, or attempt to bite/gore an enemy who is adjacant to its front end (3 such hexes exist). The steed EMLs for such attacks are given in the bestiary, although these may be varied at GM discretion. The defender may Dodge, Block, Counterstrike, or Ignore. Most of these are resolved like any melee attack, but Block is a special case.

A block implies the target wishes to contest the hex by trial of strength. To resolve such a contest, each contestant rolls 2d6 plus Strength; the party with the higher result wins the contested hex. The loser must immediately move (one hex) out of the way (even if this means dropping over a cliff) and make a 4d6 stumble roll.

RIDER ATTACKS

The Rider may make a weapon attack (weapon class +1) against an engaged enemy. The GM may restrict the hexes which can be attacked by the rider according to the length of weapon and hand used. A typical 3 foot long weapon held in the right hand should be able to attack the three hexes to the right of the steed, and one hex (the central one) to the left (it is harder to make a cross-body strike on a horse). Such weapon attacks are resolved normally on the Melee Attack Table. However, there are discretionary aiming zone modifiers (etc.) which may be applied by the GM. A rider "stumble" generated by the Attack Table should be treated as a fumble roll.

MOUNTED CHARGE

A mounted charge is basically a steed move to engage at canter or gallop speed. The length of the charge may not be less than a full canter move nor more than a gallop move. That is, the steed does NOT halt when it enters an engagement zone, but continues to move until it has covered the miniumum distance of a full canter move.

A mounted charge is executed one hex at a time. Reasonable obstacles may be jumped by making stumble rolls for the steed. Unless the steed stumbles, it will continue moving until the full charge is completed.

When charging, the steed may attempt to trample or gore opponent(s) by passing through the hexes they occupy; the rider may make a weapon attack (attack class +1) on EVERY adjacent opponent passed. In either case the steed or rider attack is treated normally except the impact of all strikes is increased by 1d6. That is, an A*2 strike is treated as an A*3 strike. If the rider achieves a (non-missile) strike, he must also make a fumble roll to determine if he has dropped the striking weapon.

GM NOTE: Horses and similar creatures are extremely reluctant to charge towards each other. In most cases, a mutual mounted charge can only be executed if both steeds are separated by a short wall and/or blindfolded, otherwise the steeds will veer apart beyond the range of most weapons. Such charges are rare except in organized tournaments.

UNHORSING

Whenever a rider suffers a KNOCKBACK, fails a shock roll, or his steed stumbles, he is unhorsed. Falling off a horse can be hazardous; it causes a blunt strike on the rider. The impact of the strike is determined by the steed's rate of speed, modified by a roll against Riding skill. The impact dice are: walk (2d6), trot (3d6), canter (4d6), and gallop (5d6). The impact is modified by a roll against riding EML: CS (-7), MS (-3), and CF (+3) and may be further reduced by armour protection. Strike location is generated from the body zone table.

RIDER DEFENCES

Two mounted opponents attack and defend against each other as for melee combat. A character afoot may attack the rider or the steed, although his aiming zones may be limited at GM discretion. When attacked, a mounted defender may choose any of the following defences. A mounted character reduces the defence class of any defence by 1 (including Dodge).

BLOCK

The rider may attempt to block an attack on himself or his steed. Use the applicable weapon EML to resolve. It is not normally possible for a rider to block a strike against his steed with a weapon under three feet long (this excludes shields).

DODGE

The rider has two dodge options in combat: (1) he may dodge (duck) attacks aimed at him by using his own Dodge EML; (2) After passing a command check, he may attempt a steed dodge with its own EML. A successful dodge by the steed is presumed to be a successful dodge by the rider.

COUNTERSTRIKE

The rider may choose to counterstrike, which allows him to use a his declared weapon at attack class +1 rather than defence class -1.

GRAPPLE

A grapple defence implies that the rider leaps from his mount to wrestle with the attacker. This is effectively an attack, not a defence, so the attack class will be 2. If the rider gains a hold, it is assumed both parties are grappling (prone); the rider may exploit first. If the rider fails to gain a hold he is subject to the blunt strike noted under "unhorsing".

WEAPONCRAFT TABLE (Production Data)

WEAPON	WT	B	E	P	WQ	MAKE		PRICE
Buckler	3	1	-	-	12	4d	16	24d
Roundshield	6	2	-	-	13	6d	30	42d
Kite Shield	7	2	-	-	13	9d	54	72d
Knight Shield	5	2	-	-	13	8d	44	60d
Tower Shield	8	2	-	-	13	9d	78	96d
Boss Gore	1	-	-	3	12	1d	10	12d
Dagger	1	1	2	4	12	2d	20	24d
Knife (m)	1	0	1	3	10	1d	4	6d
Taburi	1	0	-	4	11	2d	16	20d
Fighting Claw	T	-	2	-	9	2d	8	12d
Keltan	2	2	0	3	13	4d	28	36d
Longknife (r)	1	1	3	5	11	3d	90	96d
Shortsword	2	2	4	4	11	4d	82	90d
Mankar (r)	2	2	5	0	11	4d	72	80d
Broadsword	3	3	5	3	12	6d	138	150d
Falchion	4	4	6	1	11	8d	104	120d
Mang (r)	3	3	5	0	10	6d	90	110d
Estoc	3	3	3	6	11	6d	138	150d
Bastard Sword	5	4	6	4	12	10d	160	180d
Battlesword	8	5	8	4	13	15d	200	230d
Club (c)	3	3	-	-	10	4d	4	12d
Mace	4	5	-	-	11	9d	66	84d
Morningstar	5	-	-	5	11	12d	24	48d
Warhammer	5	6	-	5	11	14d	62	90d
Maul (c)	7	5	-	-	10	8d	8	24d
Sickle (m)	1	1	4	3	9	3d	6	10d
Shorkana	2	3	5	-	10	6d	36	48d
Hatchet (m)	2	3	4	-	9	3d	3	6d
Handaxe *	3	4	6	4	11	8d	54	70d
Battleaxe *	6	6	9	6	12	16d	68	100d
Nachakas	1	2	-	-	10	2d	8	12d
Grainflail (c)	2	4	-	-	9	4d	4	12d
Ball & Chain	4	6	-	4	12	12d	36	60d
War Flail	5	8	-	-	11	8d	44	60d
Net/etc (h)	4	2	-	-	9	8d	32	48d
Whip (h)	2	1	1	-	9	6d	6	12d
Isagra (h)	4	3	3	-	11	12d	12	36d
Javelin	3	2	-	6	10	7d	22	36d
Staff (c)	4	4	-	-	11	5d	14	24d
Spear	5	4	-	7	11	8d	44	60d
Trident	6	4	-	5	12	10d	52	72d
Lance	8	4	-	8	11	15d	90	120d
Glaive *	8	6	7	7	11	16d	22	54d
Poleaxe	7	6	9	6	11	18d	44	80d
Falcastra (c)	6	3	5	6	9	14d	32	60d
Pike	12	5	-	8	12	16d	72	96d
Shortbow (f)	2	-	-	6	10	6d	12	24d
Longbow (f)	3	-	-	8	11	9d	18	36d
Crossbow (r)	5	-	-	7	10	12d	36	60d

WEAPONS

Most weapons are produced and sold by guilded weaponcrafters, but some can also be made with other skills: (c) Carpentry; (m) metalcraft; (h) hideworking; (f) fletching. The availability of weapons marked (r) are limited by region or race, but are still made by specialist weaponcrafters. In theory, a metalcrafter may make any metal weapon, and a woodcrafter can make any (mainly) wooden weapon, but the Weaponcrafters' Guild always objects to such abuse of their priviledge if they discover it. The costs given are for weaponcrafter made items.

WEIGHT [WT]

The weight (pounds) of the average sized weapon. Any bow, and any weapon with a weight of three pounds or more, may also be made in a heavy (+25%) or light (-25%) version; modify weight, impacts, time, materials, and cost by this percentage.

IMPACT [B E P]

The Blunt (B), Edge (E), and Point (P) impact values of the average weapon. If a (-) appears under one of the aspects, it means that the aspect is not available and may never be included. If a (*) appears adjacent to the weapon name, the point impact given is optional; if included reduce WQ by one (1).

WEAPON QUALITY [WQ]

The quality listed is an average that can be modified by its maker's skill. Once the weaponcrafter has acquired the necessary tools/materials and spent the necessary time, he rolls against his Weaponcraft ML on the table below to determine the quality of the weapon he has made.

Skill Index	Critical Success	Marginal Success	Marginal Failure	Critical Failure
0+	+0	-3	-4	-4
3+	+0	-2	-3	-4
5+	+0	-1	-2	-3
7+	+1	+0	-1	-2
8+	+2	+1	+0	-1
9+	+3	+2	+0	-1
10+	+4	+3	+0	-1
11+	+4	+4	+1	+0

Example: A weaponcrafter (ML 77) who specializes in weapons/swords, would make a falchion (WQ=11) with an ML 92 (SI 9). Weapon quality would be: 14 with CS, 13 with MS, 11 with MF, and 10 with CF.

MAKE

The basic cost of materials (pence), and the time to make in hours. The average working day is 12 hours, giving 10 hours of "effective" time.

PRICE

A typical "retail" price, which may vary according to the item's quality and the vendor's policy. Almost all weaponcrafters are willing to bargain for their wares. Generally, quality will be very significant: add or subtract roughly 25% per quality point above average WQ. That is, a +2 battlesword (WQ15) would have an average retail price of 230d + 50% = 445d

ARMOUR

In the broad sense, armour may be defined as any article of clothing capable of reducing the damage done by enemy weapons. Even plain cloth can help to prevent a blade from cutting.

Warriors have to sacrifice some mobility in order to be better protected. The nature of this trade off tends to reflect cultural preferences. Some cultures wear heavy armour and are forced to fight in a fairly static mode; this may turn combat into an endurance match. Other peoples wear light armour and rely on their speed and agility to dodge attacks. A few cultures consider armour to be cowardly and shun it altogether. Most people try to strike a balance between mobility and protection, taking their personal attributes and skills into account.

Another consideration is the climate; a combination of heavy padded armour and hot weather causes rapid exhaustion. For this reason, cultures in warm or tropical climes tend to favour lighter armour.

ARMOUR MATERIALS

Armour can be made from a wide variety of materials, everything from finely wrought mail to uncured hide. Harnmaster recognizes eight principal types. Materials and combinations not listed are rare, but may be handled with the custom armour rules.

CLOTH

Heavy, coarse cloth, generally buckram or serge, worn over or under other types of armour, or alone as everyday garb. Cloth reduces the effectiveness of edged weapons, but does little to reduce the impact of a blow or hinder penetration by thrusting weapons.

LEATHER

Soft leather or animal hide. Leather may be worn by itself and is the most common base for Ring and Scale armours. It is also worn under/over metallic armour, particularly by the Khuzdul and Gargun.

QUILT

Usually two layers of heavy cloth, stuffed with wool, flax, or dried grass and stitched. It is equivalent to fur which some animals have as natural armour. Quilt is an excellent defence against concussion, and is often combined with other armour. The average thickness of quilt is three-quarters of an inch; inferior quilt would be thinner, superior quilt thicker.

KURBUL

The Azeryani name for leather that has been hardened by boiling, laquering, and/or other processes to produce a resilient, leather plate. This dramatically improves leather protection against blunt strikes, but only gives marginal improvement for edge or point strikes. Inferior Kurbul may in fact reduce the capability for edge/point by being too brittle. Kurbul is used for helmets, breastplates, and small pieces for spot protection. It is most common in eastern Lythia and around the Venarian Sea. It is particularly favoured by seafarers.

RING

Leather reinforced with intermittent metal bezants, rings, strips, etc. Reinforcing improves the leather's defence against edged weapons, but has little other effect.

SCALE

Leather reinforced by a continuous layer of overlapping metal plates. It is the armour worn by most legionaires below officer rank. Superior scale would be the equivalent of lamellar.

MAIL

Interlocking metal rings, usually half an inch or less in diamater. Mail may be butted, coiled, or rivetted, these considerations are reflected by armour quality. While mail is a superb defence against edged weapons, and reasonable against the point, it does little to reduce the force of a blow, and may be driven into its wearer's flesh. Because of this, leather or quilt garments are usually worn underneath. Mail is very flexible, but has considerable inertia and can shift at awkward moments. It is generally secured by interlacing leather thongs; if these are cut in combat the wearer faces serious problems.

PLATE

Any metal (usually iron or steel) which forms a rigid continuous covering. Plate armour is relatively rare; articulated plate is unheard of on Lythia. Its use is generally restricted to breastplates, helms, and small plates for spot protection. Plate offers good to excellent defence against all strikes.

OTHER ARMOUR TYPES

A variety of other armour types will work within the context of the Harnmaster system. Quilt may be reinforced with metal rings or scale; Kurbul could be used for scale in place of metal, and so on. It is a relatively simple matter to calculate the values for such compound forms. For example, the values of ring made with quilt (instead of leather) are determined by subtracting the leather values and adding those for quilt. The possibilities are endless...

ARMOUR PROTECTION

The armour protection table (see: combat tables) rates the preceding armour types against six strike aspects: Blunt (B), Edge (E), Point (P), Fire/Frost (F), Squeeze (S), and Bite/Claw (T). When the wearer is struck at a location protected by armour, the impact of the strike is reduced by the appropriate protective factor; the impact of an edge strike, for example, is reduced by the armour's edge protection factor.

A given body part (strike location) may be protected by several types of armour at the same time. Armour's impact reduction is cumulative. For example, the thorax might be protected by a cloth surcoat, a mail shirt, and a quilt aketon. In such cases, the protective values are the SUM of the protective values of all materials. These values may be entered (as needed) in the Armour Analysis section of the combat profile; this avoids recalculation for each subsequent strike.

GM NOTE

Some player characters will undoubtable try to subvert the armour protection system by attempting to wear two or three Gambesons (or similar garments) at the same time. This tactic should be "rewarded" with a special penalty to reflect the encumbering effect of such use. As a guideline, two layers of quilt would draw a penalty of 10, three layers a penalty of 25, four layers a penalty of 45, and so on.

TOWER SHIELD

These are large rectangular shields, as much as five feet high. They are often curved along their length, partially wrapping around the holder. Tower shields are quite encumbering for individual combat. They are really designed as a mass infantry defence, and are particularly effective where they can be interlocked with others of their type. Most Azeryani foot legions are equipped with tower shields. They are usually made of composite wood, faced with very thin metal plate.

BOSS GORE

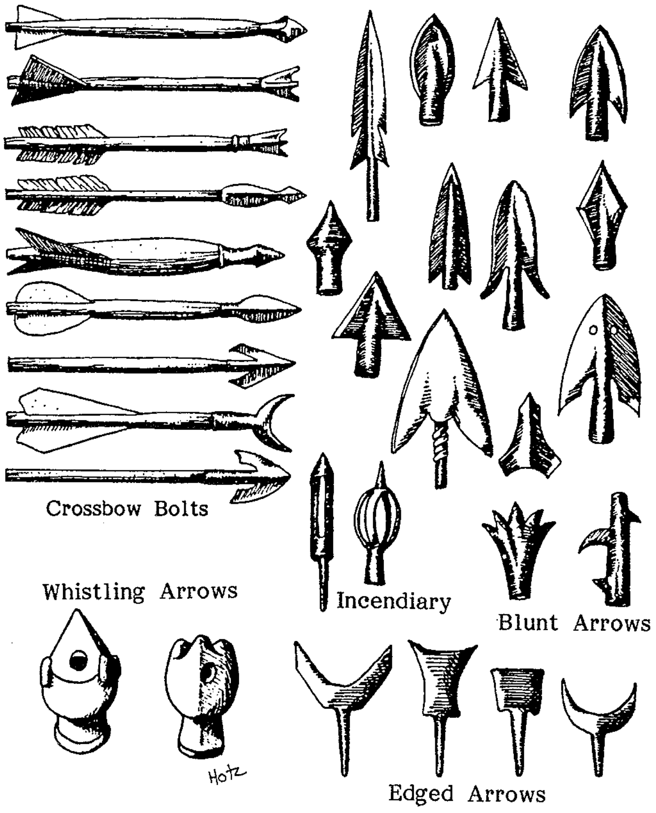
A spike affixed to the center boss of a shield to give a thrusting option to its wielder. They are most often found on round shields. Although shields are not really good attack weapons, the boss gore can be quite effective against a lightly armoured opponent in close combat.

BOWS

Many different types of bow are used on Lythia. The shape of a bow is a cultural matter. What really matters is the bow's power; this determines its range and accuracy. In general, the larger the bow, the more powerful. Bows are generally used as a hunting weapon, or are employed en masse by foot archers to break up enemy formations.

ARROWS

Many types of arrow are used in Lythia. The most common are pointed arrow heads, with or without barbs, mounted on thin wooden shafts 24-36 inches in length. These are designed to create puncture wounds and are often frighteningly effective. There are also several specialized arrowheads with edge/blunt impacts rated at GM discretion. These include bladed (edged) arrows designed to cut rigging, blunt arrows to stun, incendiary arrows, and whistling arrows to signal or intimidate.



CROSSBOW

Basically a powerful shortbow mounted horizontally on a wooden stock which has a trigger device to cock and release a short arrow which is called a bolt or quarrel. Unlike other bows they may be carried loaded and ready to fire, but this advantage is offset by their longer time to reload. They are rarely used in combat, but are commonly used for hunting.

LONGBOW

Any bow between four and six feet high, generally the same height as the archer. The classic wood longbow originated in Emelrene. The preferred wood is yew, but not just any part of the tree. The bow is carefully cut from the heartwood and bodywood of a branch, and is in effect, a natural composite bow. The tips are usually sheathed with horn and the string is generally made from hemp. The Emelrene longbow has amazing power and accuracy when used by skilled archers, but it takes years of training to become proficient in its use. Maximum effective range of the Emelrene longbow is 300-400 yards. In combat a rate of fire of 5-7 arrows per minute is common, although as many as 20 per minute have been reported in tournaments.

SHORTBOW

Any bow less than four feet high. They are most common among tribesmen and in eastern Lythia, where they are made from bone, metal, or composite hardwoods, and are often recurved. The tribes of central Lythia, notably the Ketari and Reksyni, employ shortbows from horseback with great skill. Maximum effective range is 200-300 yards, although the Sindarin Hartbow has the same range as the longbow.

MISCELLANEOUS

BLOWGUN

A simple tube which can fire light darts with great accuracy over short ranges. Blowguns are powered by the users' exhalation; The dart's flight forms a seal in the tube, and the compressed breath is very effective. Blowguns are low-power weapons. This means that the darts, if they do not strike a vital, unarmoured spot (such as the eye) will only serve to annoy the target. Blowguns are used where dense vegetation makes long range missile weapons ineffective. They are common among the primitive tribes in the rainforests of Anzeloria and in some other parts of Lythia. The darts are often poisoned.

SLING

Any leather/rope weapon designed to cast a stone. Expert slingers (who are rare) can cast a stone a remarkable distance, but accuracy requires great dexterity. The normal stone is about the size and shape of a chicken egg. Stones may be scavanged from streambeds, or lead shots may be made. The latter are a little smaller; with less wind resistence they can travel further. The sling requires a fair amount of room to use.

WHIP

More often a weapon of teamsters than warriors, since few whips/wielders are able to deliver significant strikes. The only whip commonly carried into battle is the Isagra, or Reksyni Knut, a fifteen foot whip whose tip is reinforced by extra leather and wire. A skillful Isagra-user can break a man's spine, but even the Reksyni do not use the whip as a primary weapon.

WEAPONCRAFTING

Most warriors prefer, whenever possible, to order their weapons and armour custom made. Not all shortswords are really equal to each other, nor is every mail habergeon equally good. By using the following weaponcraft rules, weapons and armour can be treated as individuals and PCs can play the role of weaponcrafters.

WEAPONCRAFTERS' GUILD

The production and repair of weapons and armour is largely done by skilled weaponcrafters, most of whom belong to the powerful Weaponcrafters' Guild. Advancement within the guild is sometimes a matter of politics, but in general the ranks attained require that a certain amount of expertise be acquired, reflected by the weaponcraft ML of the artisan. The following MLs are typical:

Apprentice (4-6 years):	ML12 - ML50
Journeyman (1-3 years):	ML51 - ML70
Master:	ML71+

WEAPON PRODUCTION

Any weaponcrafter can make a weapon or piece of armour provided he has examined an example of the type. He will not, however, know the quality of the equipment until it is completed. Often, a weaponcrafter will discard several items before producing one of satisfactory quality. A piece of chance found equipment may well be someone's discard. When a weapon or armour piece is made by a team of weaponcrafters (master and apprentices, for example) the ML is that of the person in charge, although it may be reduced if the helper(s) are particularly incompetent.

In game terms, weapon production is a relatively simple process. (1) the weaponcrafter decides the type of weapon he is making and its weight (if not standard). (2) the necessary materials are acquired, and time to work them are expended. (3) the weaponcrafter rolls against his weaponcraft EML to determine the Weapon's Quality.

Weaponcraft ML

The characteristics and quality of a weapon or piece of armour are dependent on its maker's Weaponcraft ML. If this is not known, as might be the case with a found/treasure weapon, EML may be randomly determined by rolling 2d6 x 10.

EQUIPMENT AND MATERIALS

In order to make or repair a weapon or piece of armour, the craftsman must have the necessary facilities and materials. Items which incorporate metal in their designs require a forge, hammer, anvil, quenching pot, etc. Chisels, lathes, etc., are needed for wooden or partly wooden items.

Materials are also necessary. Some weaponcrafters cut their own wood in the forest, but it takes months to season, and up to 90% of the materials gathered in this way are discarded as inferior. Most often, "weapon grade" materials are purchased from timberwrights and miners. Weaponcrafters generally use the hardest available wood and steel, and such materials cost at least 1d/ft for wooden shafts, and 1d/lb for refined steel.

PRODUCTION TIME

Different equipment requires different amounts of time to make. No one spends as much time making a club as a battlesword. The basic time required to make each weapon is given on the weaponcraft table. These allowances are for basic items, and may be doubled/tripled for more elaborate items. Any attempt to rush production will likely reduce weapon quality; 50% less time is the quickest possible, but reduce ML by 50% etc. Time can be reduced without affecting quality if the weaponcrafter has competent assistants to aid him: reduce time by 20% for each apprentice, and 30% for each journeyman, up to a maximum reduction of 60%.

SPECIALITIES

Many master weaponcrafters specialize, the most common division being between weapons and armour. Members of the latter specialty prefer to call themselves armourers, but still belong to the Weaponcrafters' Guild. Within these two broad divisions, some weaponcrafters specialize in swords, some in mail armour. The specialization rule (Skills 8) applies as follows. The first specialty should be weapons or armour. Hence, an armour specialist would have a +10 ML bonus when making armour. Subsequent specialties must be in within the first specialty, that is weapons or armour. Thus an armourer could develop a mail speciality of +5, giving a total of +15 when he produces mail. Generally, each armour material, or each weapon group, are reasonable specialties, but this is at GM discretion. Some weapons, such as the Sindarin longknife, should be a unique speciality.

REPAIRS

Weaponcrafters are able to repair weapons/armour in less time than it would take to construct the item from scratch. Repairs of damaged blades and replacement of broken shafts or lost/broken mail links are some of the possibilities. Whenever an item undergoes major repairs or reworking, the quality of the repairs is determined, and the piece's new quality is the lower of the two.

To determine time, cost, and price of repairs, estimate the damage as a percentage of the whole and add roughly 25%. If the damage is too great it will be cheaper to buy a new item. Most weaponcrafters will take "trade-ins" at 10-60% of retail value (new) depending on the condition of the item.

Some weapons/armour may be repairable by non-weaponcrafters. A new shaft for a broken spear may be installed using carpentry skill, etc. Such repairs may, however, cause reduction of weapon quality until proper repairs can be effected.

MAINTENANCE

It is assumed that warriors will perform basic maintenance on their weapons and armour, know how to sharpen a dull blade, hammer out a dent, and so on. Warriors should devote two half hour sessions a month to maintenance, and another half hour each time they are used in combat. Common sense dictates what can or cannot be classed as basic maintenance. Naturally, warriors must have access to necessary tools and supplies such as whetstones, oil, mallets, etc. If they do not, a decline in equipment quality should occur at GM discretion. Enchanted equipment does not require maintenance unless it sustains damage in combat with other enchanted equipment.

MORNINGSTAR

Basically a club with protruding nails/spikes in its head, the morningstar is a popular peasant weapon. More refined versions, commonly called holy water sprinklers because they are popular with knights of fighting orders, have metal spiked heads.

STAFF/QUARTERSTAFF

The quarterstaff (or staff) is a readily available weapon, used by peasants, priests, and eccentric warriors throughout Lythia. Staves are usually about the same length as the user's height. As a two-handed weapon in competent hands, the staff attacks and parries quickly, but in one hand it is reduced to a crude thrusting stick. Most staves are plain wood, but some are reinforced with metal bands.

FLAILS

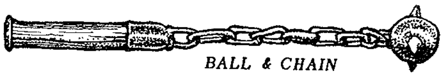
Any articulated weapon with one or more balls or short staves affixed to a shaft-handle by lengths of rope, leather, or chain. Flails use centrifugal force to increase impact, and they can also be used to strangle or tangle an opponent's limbs/weapons. However, the chain weaves a complex path and flails are rather difficult to use safely.

BALL & CHAIN

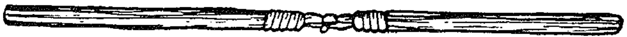
A flail with a metal, spiked ball, attached to a 12-18 inch handle with a short length of chain. Numerous varieties exist, including some with two or three spiked balls.

GRAINFLAIL

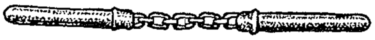
The common threshing tool favoured as a peasant weapon is basically an articulated staff. They consist of two 18-36 inch wooden staves, joined together by a short leather thong. The handle stave is usually longer than the impact stave.



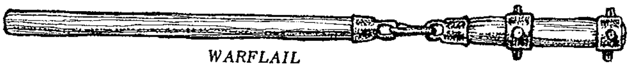
BALL & CHAIN



GRAINFLAIL



NACHAKAS



WARFLAIL

NACHAKAS

A light version of the warflail consisting of two short rods joined by leather thongs or a short chain. The rods are generally made of wood, but are often reinforced with metal bands and/or studs. Effective use of nachakas takes great skill. They are primarily a defensive weapon intended to disarm a lightly armed opponent. Nachakas probably originated in the Mafani Empire and are popular among certain religious sects in Eastern Lythia. Their ease of concealment and great effectiveness in back-alley brawls when knives are brought into play, also makes them popular with the Lia-Kavair.

WARFLAIL

A military version of the grainflail. The impact stave is commonly reinforced with metal bands or studs, and is joined to the handle with a short length of chain. Some warflails are entirely made of metal, some have wooden handles and metal impact rods.

SPEARS

There are a wide variety of spears. Shafts range from 5 to 6 feet, and the point may be anything from fire-hardened wood to a 12 inch metal blade. The spear is probably the most common weapon in Lythia. They are most effective in melee when used two-handed like a quarterstaff, allowing for more subtle defences and combinations of blunt or point strikes. But this takes great skill and they are more commonly used as thrusting weapons, either one or two-handed.

JAVELIN

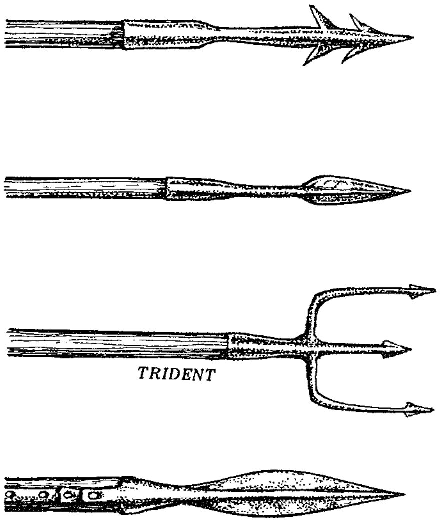
A light spear balanced to be thrown as a missile weapon. They can be used in melee combat, but their light and thin shafts make them more fragile.

LANCE

Basically a long, light spear designed for use from horseback. It is an essential weapon for any self-respecting knight. Lythian lances generally range from 8-10 feet in length and are balanced for one-handed use. They are almost exclusively used for the mounted charge, at which they are supreme, but are something of a liability in a mounted skirmish and are often discarded in such mounted combat. A special variety of lance is used at the joust. The jousting lance is longer (10-12 feet), generally has a padded point, and a flared hand/arm guard called a vamplate. These weapons are designed primarily to unhorse an opponent, but injury is common given the impact generated when falling from a charging steed. Most western knights have skill with the lance.

TRIDENT

The triple-pointed spear is a novelty weapon. It attacks no better (sometimes worse) than a spear, but its three prongs enable its user to catch, block, and break enemy weapons; this gives it a somewhat better defensive capacity. The trident is best used two-handed. Their use is primarily confined to the gladitorial arena, although some eccentric warriors use them to great effect. A pitchfork would be an inferior trident.



SPEARS / LANCES

POLEARMS

Defined as any weapon with a shaft exceeding six feet in length. Polearms are mainly designed as anti-cavalry weapons for infantry, but their effective use requires superb training and morale. All polearms are two-handed weapons; their balance makes it very difficult to use them in one hand. In restricted space or in a crowded melee, they may be a liability.

FALCASTRA

Essentially a scythe blade affixed at a right angle to a shaft 6-8 feet in length. These may be peasant-made from an old scythe or carefully constructed as a weapon from the start; the difference will be in quality. If the blade were attached along the same axis as the shaft an inferior glaive would be produced.

GLAIVE

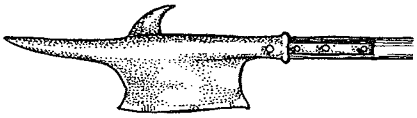
The glaive is basically a spear with a shaft around eight feet. The spear head is heavy and (generally) only sharpened along one edge.

PIKE

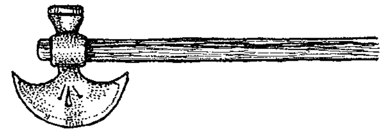
A long spear, generally 10-14 feet in length. The pike is a mass infantry weapon requiring special tactics (and a lot of courage) to be effective. Warriors in western Lythia are generally too individualistic to use pikes, although there is one elite Azeryani Legion so equipped. In the hands of properly trained mass infantry, the pike is an almost perfect weapon against cavalry.

POLEAXE/BILL

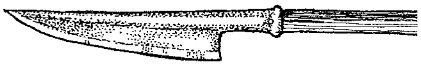
The classic poleaxe is simply a one or two bladed battleaxe with a longer handle. Some have a single-blade and a spike opposite the blade, some also have spear heads. The Bill is one common form of Poleaxe.



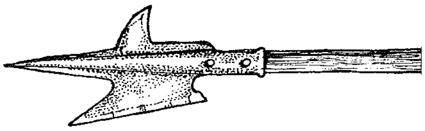
POLEAXE/BILL



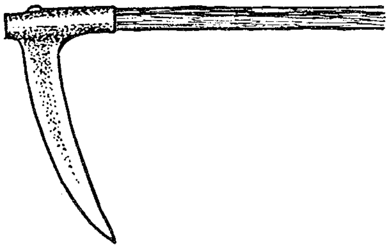
POLEAXE



GLAIVE



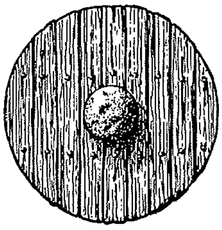
POLEAXE/BILL



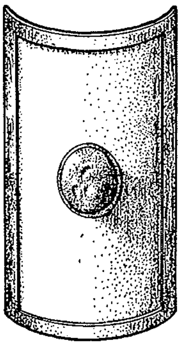
FALCASTRA

SHIELDS

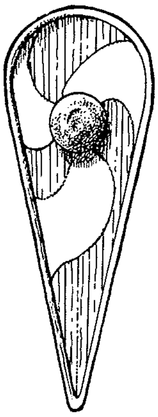
Many different shields are used on Lythia, all perform similarly in combat, although quality varies with the manner of construction. Most are made of wood and often faced with metal or leather. Tribal shields are most often made by stretching treated hide over a wooden frame. Shields are designed to be used by the secondary-hand. Most have two handles or straps; the forearm is inserted through one handle (or strap), the other is gripped by the hand or strapped to the wrist.



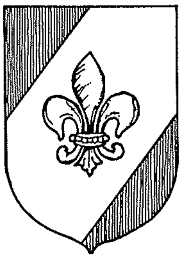
ROUND SHIELD



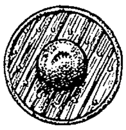
TOWER SHIELD



KITE SHIELD



KNIGHT SHIELD



BUCKLER

BUCKLER

A small round, oval, or oblong shield that is usually strapped to the left wrist. Bucklers are generally of light construction, allowing them to move and block faster than larger shields, but they can take less punishment and this is reflected in a lower quality rating.

KITE SHIELD

A chivalric shield with a long, tapered navel point. They are somewhat heavy, but offer superior protection to the legs, especially for mounted warriors. The Kite Shield is made of wood, often several layers of composite wood, generally faced with thin metal or leather plate.

KNIGHT SHIELD

Developed from the Kite Shield, the average Knight Shield is 24 inches wide and 36 inches long. Although it offers less protection than the Kite Shield, it has become popular because its shape is better proportioned for bearing heraldric devices. For construction materials, see Kite Shield.

ROUND SHIELD

Any round shield with a diameter between 20-30". Most are made of of thick, horizontal bands of wood with a three to four inch hole in their center. This creates an internal depression into which a clenched fist will fit. The hole is then covered by a metalic boss on the exterior which is often spiked. Generally, the circumference edge is banded with a metal strip, but sometimes (particularly in Ivinia) the edge is left unprotected and is used to catch (and hopefully break) enemy blades.

LYTHIAN WEAPONS

Thousands of different weapons are used on Lythia; more seem to be invented (or rediscovered) every month. Most, however, differ only slightly in style from one of the old, standard types. A poleaxe may have an elaborate, curved blade, an embossed shaft, and quadruple serrated spikes on the backhand side, but it is still a poleaxe and will perform pretty much like a poleaxe. Differences in style are nothing more than the signature of the maker, and status symbols for the user. Distinctive watering patterns in the blade, mother of pearl inlays, or silver plating are nice, and may be a clue to the quality, but they are essentially decorative. If a weapon is to work properly, it must be balanced and weighted, designed to fit the physical needs of a user. This places fairly strict limitations on weapon design.

Most one-handed primary weapons weigh between two and five pounds. Unless a character has remarkable strength and endurance, it does little good to employ a weapon much heavier than this. Larger weapons tend to move more slowly and are, therefore, easier to dodge. Some weapons may be used in the secondary hand without penalty. Shields, which are designed to be used in this way, are the best example.

Two-handed weapons used by humans generally weigh between six and twelve pounds. They are longer, and somewhat harder to control. This is the purpose of the second hand, primarily to help guide the weapon rather than to increase the force of the blow.

The weapons described below account for most of those used in western Lythia. But there is nothing to prevent the GM from introducing new weapons.

DAGGERS

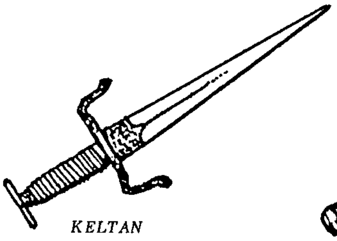
Any knife designed for use in combat. The term includes a wide variety of single and double edged weapons, most of which have at least a minimal guard to protect the hand. Few exceed a foot in length or a pound in weight. The balance is far from perfect for throwing, but it can be thrown nonetheless.

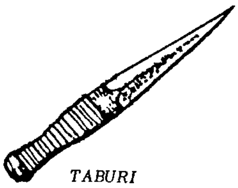
KELTAN

A dagger with a forward-thrusting guard designed to catch an opponent's blade. The Keltan is usually a secondary weapon useful for holding an opponent's sword (etc.) and for delivering a riposte. It is a relatively rare weapon in Lythia where the weight of most primary weapons makes it dangerous to use. It has found some favour among feudal nobility in the west, and among the more advanced tribes of south central and eastern Lythia.

TABURI

A knife balanced for throwing. The Taburi has a sharp point, but has no edge or hilt. They are popular weapons among the Lia-Kavair.


KELTAN


TABURI

SWORDS

The variety of swords found in Lythia number in the hundreds, but most are subtle variations of the types described below. Swords are less common than one would think. This is partly due to their high cost, but mainly because their use is restricted by law in most civilized regions to legitimate military units, sometimes only to officers and knights. It should be noted that "fencing" is not common; most of the swords available are too heavy to allow such sophisticated swordplay. A sword fight will generally consist of one combatant swinging or thrusting the blade, while his opponent dodges or blocks with a shield. Blocking or parrying with a sword is rarely a good idea, and most knights caught without a shield, find it opportune to yield or flee.

BASTARD SWORD

Any hand-and-a-half sword 40-48" in length. They have a longer hilt than does a broadsword, and their name derives from the fact that they may be used either one-handed or two-handed.

BATTLESWORD

Any large sword intended for two-handed use. Most battleswords have broad, straight blades 48-60" in length, but there are regional variations. The Thanath (or Hepekerian Scimitar) used by the desert tribes of Hepekeria, is probably the world's finest (human-made) weapon; it is slightly curved and sharpened for about a third of its trailing edge. The Molkurian Dlan'man-ah has a curiously shaped blade; it is extremely tough, but can suddenly shatter into tiny fragments. In the feudal west battleswords are exclusively chivalric weapons and somewhat uncommon.

BROADSWORD

Any one-handed sword 30-40" in length. Broadswords are usually double-edged with broad, straight blades, but there are various regional variants. The broadsword is, by far, the most popular weapon of the feudal nobility of western Lythia.

ESTOC

A sword with a narrow, tapered, blade 36-48" in length. This weapon is specifically designed for puncturing mail armour and is known as the "thruster".

FALCHION

A single-edged, heavy bladed cutting sword usually with a curved leading edge. A falchion has good cutting power and is usually 30-36" in length. It is not considered to be a chivalric weapon.

LONGKNIFE

A straight, double-edged, thin-bladed shortsword (qv). The longknife is the preferred weapon of elven warriors. Other races make copies, but they tend to lack resilience. The longknife is light enough to be used as a secondary weapon, but for most people it is too long for this purpose. The longknife comes closer than any other weapon to having the capacity to fence.

MANG

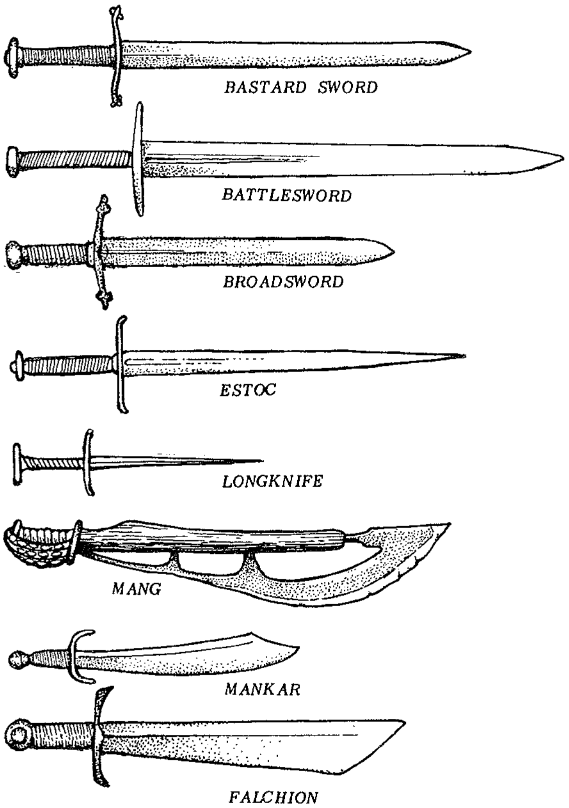
The mang, or orcish falchion, is almost exclusively made and used by Gargun. Unlike its human counterpart, the Mang is a hand-and-a-half sword. The mang incorporates wood in its construction and is somtimes referred to as a bladed club. The particularly broad blade, and the heavy lumber make it an awkward weapon, but one with a lot of impact.

MANKAR

A short, single-bladed scimitar made by the smaller varieties of Gargun. The Mankar is relatively heavy for its length, which is rarely more than two feet, and is often considered to be a short falchion.

SHORTSWORD

Any double or single edged, straight-bladed, sword averaging 24 inches in length. This is a popular mass infantry weapon in imperial states with standing armies, such as Azeryan and the Thardic Republic. The point of a shortsword is usually no sharper than the edge, but it may be designed to have a real point at the option of its maker.



BASTARD SWORD

BATTLESWORD

BROADSWORD

ESTOC

LONGKNIFE

MANG

MANKAR

FALCHION

AXES

A favourite weapon of Ivinian warriors who appreciate the maiming and killing efficiency of this weapon. Many knights prefer a handaxe to a mace, although their use is deemed unchivalrous by some.

BATTLEAXE

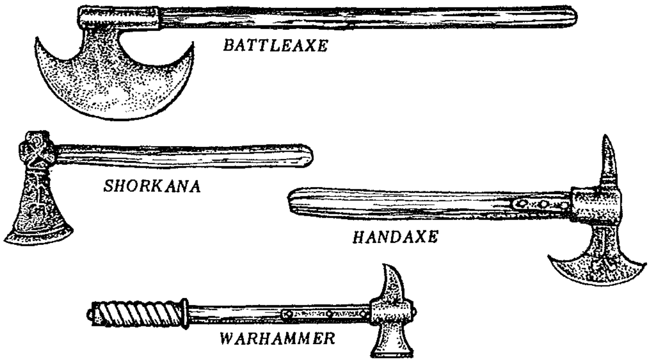
A single or double bladed axe mounted on a shaft around four feet in length. The battleaxe is a hand-and-a-half weapon with considerable blunt and edge impact.

HANDAXE

Any combat axe designed to be used in one hand. Most handaxes are single-bladed, with one or more spikes to make the thrust or backhand more dangerous.

SICKLE

A tightly curved blade on a short (usually wooden) shaft. Most sickles are farm implements, but in some regions they are used as secondary weapons. Sickles also have some ceremonial use, particularly in the "church" of Ilvir.



BATTLEAXE

SHORKANA

HANDAXE

WARHAMMER

SHORKANA

A light handaxe that is balanced for throwing. The weapon now used throughout northwestern Lythia originated in Shorkyne.

WARHAMMER

A clubbing weapon designed to crush or puncture plate armour. Warhammers concentrate the force of a mace into a smaller area, and are consequently more difficult to use (hence their rating as an "axe"). A general lack of plate armour results in the warhammer being a relatively rare weapon in Lythia. They are most common among the Khuzdul.

CLUBS

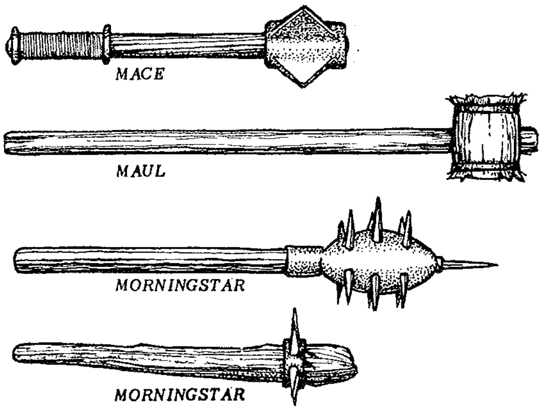
Clubbing weapons can be very effective in combat, especially against a heavily armoured opponent. This is largely due to the fact they deliver high blunt impacts, and most armour is not very good against such blows.

CLUB

Any one-handed war club constructed primarily of wood or similar material. Clubs are peasant or outlaw weapons and are not usually made by weaponcrafters.

MACE

Basically a reinforced club. Most have metal heads, often with an elaborate pattern of knobs and ridges, affixed to wooden shafts between 24 and 36 inches in length. Some maces have metal shafts.



MACE

MAUL

MORNINGSTAR

MORNINGSTAR

MAUL

A two-handed club/mace with a 4-6 foot shaft. Most have wooden heads, sometimes reinforced with metal studs. They are primarily intended for use as heavy mallets by infantry and archers to embed stakes as a defence against cavalry, but being struck by one will certainly hurt.

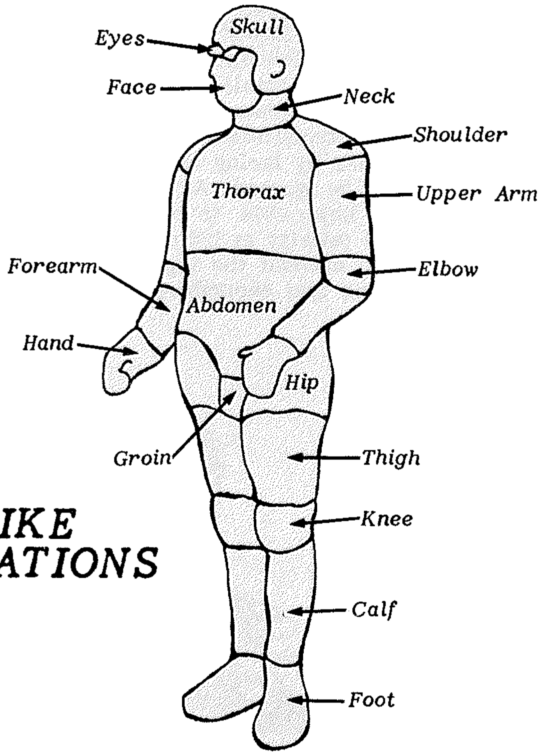
◆ ARMOUR DATA TABLE

CLOTH	WGT	CST	COVERAGE
Hood	0.3	6d	Sk Nk
Vest	1.4	27d	Sh Tx Ab
Shirt	2.2	43d	Ua Sh Tx Ab Hp Gr
Tunic	2.9	57d	Ua Sh Tx Ab Hp Gr Th
Surcoat	2.6	51d	Sh Tx Ab Hp Gr Th Kn
Robe	4.0	79d	Tunic + Kn Cf Ua El Fo
Leggings	2.3	46d	Hp Gr Th Kn Cf Ft

LEATHER	WGT	CST	COVERAGE
Hat/Cap	0.6	8d	Sk
Cowl	0.9	12d	Sk Nk
Vest	4.1	54d	Sh Tx Ab
Shirt	6.5	86d	Ua Sh Tx Ab Hp Gr
Tunic	8.6	114d	Ua Sh Tx Ab Hp Gr Th
Leggings	6.9	92d	Hp Gr Th Kn Cf Ft
Shoes	1.1	14d	Ft
Calf Boots	2.9	38d	Ft Cf
Knee Boots	3.3	44d	Kn Cf Ft
Gauntlets	0.8	10d	Ha

QUILT	WGT	CST	COVERAGE
Cowl	1.2	24d	Sk Nk
Shirt	8.6	172d	Ua Sh Tx Ab Hp Gr
Gambeson	11.4	228d	Ua Sh Tx Ab Hp Gr Th
Leggings	8.3	230d	Hp Gr Th Kn Cf Ft

KURBUL	WGT	CST	COVERAGE
Halfhelm	1.1	30d	Sk
Breastplate	2.2	60d	Ch
Cuirass	4.4	120d	Ch Bk
Ailettes	0.5	15d	Sh
Rerebraces	1.1	30d	Ua
Coudes	0.4	10d	El
Vambraces	0.9	25d	Fo
Kneecops	2.3	75d	Kn
Greaves	2.2	60d	Cf



STRIKE LOCATIONS

RING	WGT	CST	COVERAGE
Halfhelm	1.4	28d	Sk
Cowl/sh	2.1	42d	Sk Nk
Cowl/lg	3.2	63d	Sk Nk Sh
Shirt	15.0	301d	Ua Sh Tx Ab Hp Gr
Hauberk/sh	19.9	399d	Ua Sh Tx Ab Hp Gr Th
Hauberk/lg	21.0	420d	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	16.1	322d	Hp Gr Th Kn Cf Ft
Gauntlets	1.8	35d	Ha

SCALE	WGT	CST	COVERAGE
Cowl/sh	3.6	60d	Sk Nk
Cowl/lg	5.4	90d	Sk Nk Sh
Habergeon	25.8	430d	Ua Sh Tx Ab Hp Gr
Hauberk/sh	34.2	570d	Ua Sh Tx Ab Hp Gr Th
Hauberk/lg	36.0	600d	Ua Sh Tx Ab Hp Gr Th Kn

MAIL	WGT	CST	COVERAGE
Cowl/sh	3.0	90d	Sk Nk
Cowl/lg	4.5	135d	Sk Nk Sh
Habergeon	21.5	645d	Ua Sh Tx Ab Hp Gr
Hauberk/sh	28.5	855d	Ua Sh Tx Ab Hp Gr Th
Hauberk/lg	30.0	900d	Ua Sh Tx Ab Hp Gr Th Kn
Leggings	23.0	690d	Hp Gr Th Kn Cf Ft
Mittens	2.5	75d	Ha

PLATE	WGT	CST	COVERAGE
Halfhelm	3.0	100d	Sk
Great Helm	6.8	225d	Sk Fa Nk
Breastplate	9.0	300d	Ch
Cuirass	18.0	600d	Ch Bk
Ailettes	2.3	75d	Sh
Rerebraces	4.5	150d	Ua
Coudes	1.5	50d	El
Vambraces	3.8	125d	Fo
Kneecops	2.3	75d	Kn
Greaves	9.0	300d	Cf

ARMOUR TYPES

This table lists armour pieces commonly used on Lythia. Some items may be made in different lengths: long (lg) and short (sh). Cloth and Quilt items are made by clothiers, Leather items by hideworkers. All other items are available from Weaponcrafters.

WEIGHT

Typical armour weight (in pounds) for the average sized character. Armour that is snug and comfortable on one person, may be too large or small for another. For this reason most armour is really custom made.

COST

Typical retail price (negotiable) for average quality armour.

COVERAGE

Strike locations protected by the armour piece.

Ab: Abdomen	Fo: Forearms	Nk: Neck
Bk: Back *	Ft: Feet	Sh: Shoulders
Cf: Calves	Gr: Groin	Sk: Skull
Ch: Chest *	Ha: Hands	Th: Thighs
El: Elbows	Hp: Hips	Tx: Thorax
Fa: Face/Eyes	Kn: Knees	Ua: Upper Arms

* Front and back sides of the thorax + abdomen.

CUSTOM ARMOUR

The following rules allow for the custom design of almost any piece of armour, of any size, from any materials. Only common sense restricts the options. A pair of leggings or a mantle made from plate (for example) or a breastplate made of cloth would be impractical. In general, characters may order, and weaponcrafters can make higher quality armour, increased thickness of any material, unusual combinations of materials, and so on.

BODY PARTS

The following table shows the surface area of human body parts as a percentage of the whole; non-humanoids (generally) do not wear artificial armour. These percentages do not reflect the probability of a given part being struck in combat.

Skull	4%	Thorax	12%
Face/Eyes	3%	Abdomen	12%
Neck	2%	Both Hips	9%
Both Shoulders	3%	Groin	1%
Both Upper Arms	6%	Both Thighs	14%
Both Elbows	2%	Both Knees	3%
Both Forearms	5%	Both Calves	12%
Both Hands	5%	Both Feet	7%

A weaponcrafter designing a garment must calculate the percentage of the body that it will cover. All factors of cost, weight, etc. are derived from this. A vest, for example, covers the Shoulders (3%), Thorax (12%) and Abdomen (12%); this means that it covers 27% of the whole body.

ARMOUR PRODUCTION TABLE

Each material is rated for relative weight, cost of materials, time to make (hours), and retail price:

MATERIAL	WEIGHT	MAKE		COST
Cloth	0.05	0.4d	1 hr	1d
Leather	0.15	0.7d	2 hrs	2d
Quilt	0.20	1.2d	4 hrs	4d
Kurbul	0.18	1.0d	5 hrs	5d
Ring	0.35	1.1d	9 hrs	7d
Scale	0.60	1.6d	13 hrs	10d
Mail	0.50	0.8d	20 hrs	15d
Plate	0.75	1.5d	30 hrs	25d

WEIGHT

The weight (in pounds) of any piece of armour may be calculated by multiplying the weight factor of its material by the percentage of the body it covers. Example: a half-sleeved, short mail Hauberk covers 57% of the body (Upper Arm 6% + Shoulders 3% + Thorax 12% + Abdomen 12% + Hips 9% + Groin 1% + Thighs 14%); it would weigh 57 x 0.50 = 28.5 lbs.

MAKE

The cost (in pence) of average quality materials and the time (hours) to make a piece of armour is calculated by multiplying the percentage of the body it covers by the factors given above. Example: the materials cost for the mail hauberk above would be 57 x 0.8d = 46d. The number of hours required to make this piece of armour by one man is 57 x 20 = 1140 hours. This is just over four and a half months assuming 10 hours work per day, 24 days per month.

COST

The basic selling price (pence) of a piece of average quality armour is found by multiplying the cost factor by the percentage of the body it covers. Such prices are negotiable. Example: the mail hauberk above would retail for roughly 57 x 15d = 855d.

SIZE

All clothing and all characters have size. A character's Size is derived from his Weight according to the Size Table. Armour/clothing may be made in any size desired by the maker. Armour Size affects production data: multiply Weight, Make, and Cost factors by the multiple under "Factor":

WEIGHT	SIZE	FACTOR	RANDOM
61-65	1	0.50	01-02
66-75	2	0.60	03-05
76-90	3	0.70	06-10
91-110	4	0.80	11-22
111-135	5	0.90	23-37
136-165	6	1.00	38-63
166-200	7	1.10	64-78
201-240	8	1.20	79-90
241-285	9	1.30	91-97
286-335	10	1.40	98-00

FOUND ARMOUR

When a piece of armour is found (treasure, booty, etc.), its size may be randomly generated by rolling 1d100 and consulting the ranges under "Random". Note that the roll/result may be adjusted according to where the piece is found; characters searching an abandoned Khuzan city, for example, would more likely turn up smaller armour, although the Khuzdul do make armour for export. Use discretion.

SIZE ENCUMBRANCE

Many PCs will have difficulty obtaining decent armour, and will be forced to acquire bits and pieces as treasure/booty. However, a large character could not squeeze into a small habergeon, and a small character would be somewhat encumbered in a large hauberk. A one size difference in flexible body armour MAY be overcome by lacing the garment more or less tightly and may be ignored. Armour pieces beyond this range may be impossible to wear, or the GM may assess a special penalty at his discretion. Any penalty should take into account the type of armour involved; a helmet may be less encumbering than a hauberk.

ARMOUR QUALITY (AQ)

The protective value of armour is modified by its quality. Whenever a weaponcrafter completes work on a piece of armour, he rolls against his Weaponcraft EML. His success level is then cross-indexed with his SI (not effective SI) to find AQ. AQ other than Average should be noted. The Armour Protection table shows the difference between different qualities of armour.

Skill Index	Critical Success	Marginal Success	Marginal Failure	Critical Failure
1+	Inferior	Destroyed	Destroyed	Destroyed
4+	Average	Inferior	Destroyed	Destroyed
7+	Average	Average	Inferior	Destroyed
8+	Superior	Average	Inferior	Inferior
9+	Superior	Average	Average	Inferior
10+	Superior	Superior	Average	Inferior

LIGHTER ARMOUR

Weaponcrafters often attempt to maker lighter armour (to reduce encumbrance). In general, only metallic armour (plate, mail, scale) may be reduced in weight. This involves using slightly less/lighter material(s), but toughening them to a greater degree. The Sindarin and Khuzdul are particularly good at such techniques.

A weaponcrafter may attempt weight reduction up to 30% of the normal weight. This does not affect the cost of materials, but increases the time to produce by the same percentage (ie. up to 30%). The final weight of the armour is always successfully reduced, but AQ may suffer: reduce EML by three times the (percentage) weight reduction.

> EXAMPLE: a weaponcrafter whose ML is 87 declares that he is reducing the weight of a piece by 10%. He reduces his ML by 30 (3 x 10%), giving him an EML of 57 although his Skill Index remains at 8. He rolls an 84 (marginal failure). The piece of armour will weigh 10% less, but it will be of Inferior quality.

THICKER ARMOUR

Any armour may be made up to 50% thicker/heavier in an attempt to increase its protective value. The weaponcrafter decides the amount of weight to add; the Cost of materials and time to make are increased proportionately. EML is increased by one half the percentage increase; that is, if the armour is made 20% heavier, EML is increased by 10. SI is unaffected.

QUALITY & PRICE

Reputable weaponcrafters tend to discount or discard inferior armour. Superior armour is usually much more expensive. Basic retail price should be increased in the same proportion as time to make or cost of materials (whichever is greater). It should then be modified according to its quality: Inferior AQ = 50-95%; Superior AQ = 200%-300%. All prices remain negotiable.

DAMAGE TO ARMOUR

Any penetrating strike, and some non-penetrating strikes may, at GM discretion, cause damage to armour. It is obvious, for example, that amputation of the arm will also cut off a sleeve. The GM can easily express damage to the armour piece as a percentage (e.g. 15% destroyed) and this assessment may be used to estimate the cost (etc.) of repairs.

Edge penetrations are generally more damaging to the armour than point or concussion strikes. Point strikes puncture the armour which may have little immediate effect, but edge strikes may sever armour and cause a flap to hang loose, and this should result in a special penalty until the armour is repaired. These combat effects are left to the GM.

ENCHANTED ARMOUR

Jmorvi Shek-Pvar may enchant metallic armour, and Fyvrians could enchant armour made from natural materials such as cloth, leather, and quilt. A Jmorvian spell is given, see "Tharasin's Ward" (Shek-Pvar 18). Fyvrian sorcerers will have to devise their own spell(s) along similar lines.

PC WEAPONCRAFTERS

It is possible for a PC to play the role of a weaponcrafter. This can be interesting, particularly if the PC is also a member of the Jmorvi Shek-Pvar and capable of producing enchanted equipment. A highly skilled weaponcrafter is a valued member of most societies, and his profession may bring him wealth and frequent contact with adventurous individuals.

A PC weaponcrafter should begin play as a journeyman. This forces him into a life of adventure, travelling from town to town, improving his craft as he goes. When his ML is sufficiently high, he may apply for a free or bonded franchise. There is usually a wait of several years before a franchise is available, either by someone dying, or by a new franchise being created. This is under the control of the GM.

Once he gets his franchise, the weaponcrafter must maintain records of sales and expenses, and must spend a great deal of time making weapons and armour. To this end he may take on apprentices and hire journeymen as needed. There is a good chance, however, that there will be time for adventure; some craftsmen close shop for several months at a time (usually in the autumn).

As an alternative to travel, the journeyman weaponcrafter may seek out the Jmorvi Shek-Pvar and, with any luck, be accepted for training as a weaponsmith artificer. Armour and weapons may be permanently enchanted by such individuals, by casting appropriate spells when they are being forged, rather than simply enchanting an already made weapon for an indefinite or temporary duration. See: Shek-Pvar 7.

ARMOUR GLOSSARY

Most Lythian languages have a variety of names for each armour piece. The names we have used in most cases are the nearest English translations.

AILETTES

Shoulder guards made from Kurbul or plate. They are generally secured by leather thongs and are often decorated with heraldic devices.

BEYAAL (Byrnie)

The Ivinian name for an armoured shirt or hauberk.

COWL/COIF

Flexible armour (cloth, leather, quilt, or mail) covering the skull and neck (short cowl) and sometimes the shoulders (long cowl). Cowls may either be separate garments or an extension of body armour. A short quilt cowl is always worn under a Great Helm.

COUDE

Elbow armour, usually of plate or Kurbul.

CUIRASS

The combination of breastplate and backplate to cover the thorax and abdomen. Breastplates are often worn on their own. A cuirass may be made of plate (rare) or Kurbul.

GAMBESON

An undercoat of quilt commonly worn under a hauberk to protect the wearer from the impact of blunt strikes. Gambesons cover the shoulders, thorax, abdomen, hips, groin and thighs. They may be lengthened to cover the knees and may be half or full sleeved. The skirt is split to facilitate mounted use. Some Gambesons include a high wide collar which protects the neck. Impoverished warriors sometimes wear Gambesons by themselves, preferably reinforced with ring or scale.

GAUNTLET

Any heavy glove, generally made of leather or reinforced leather.

GREAT HELM

Any closed plate helm, covering the skull, face, and neck. Except for point strikes, the eye is also protected. Although great helms give complete protection to the head some warriors dislike the restricted vision they afford (assess a 5 point special penalty). Great helms can only be worn with an arming cap, effectively a short, quilted cowl/coif.

GREAVES

Plate or Kurbul armour for the calves, sometimes for only the front of the calves.

HABERGEON

An armoured shirt that covers the shoulders, thorax, abdomen, hips, groin, and upper arms. Habergeons are usually made of scale or mail; they may also be long sleeved and (rarely) sleeveless.

HALFHELM

Any helmet made of Kurbul, ring (leather mounted in a metal frame), or plate that covers the skull. Helmets may have nasals, cheek-pieces, neck guards or eyeguards for additional protection. Typical helmet types include the skullcap, conical cap, pothelm, or kettle hat.

HAUBERK

A coat made of ring, scale, or mail. Hauberks cover the shoulders, thorax, abdomen, hips, groin and thighs. They may be lengthened to cover the knees or more rarely down to the calves. The skirt is usually split to facilitate mounted use. Hauberks are either half-sleeved or full-sleeved.

KELZRAH (Jazerant)

The Azeryani name for a hauberk or habergeon made of scale armour.

KNEECOP

Armour for the knee, usually of plate or Kurbul, generally secured by leather thongs.

LEGGINGS

Armour to cover the hips, groin, thighs, knees, calves, and feet. Common materials are cloth, leather, quilt, scale, and mail. Wealthy feudal nobles often wear mail over quilt leggings in combination with a hauberk. Mail leggings are generally called Chausses.

MITTEN

A glove without separate fingers. Mail armour for the hands usually takes this form. Mittens are often an extension of long-sleeved Hauberks; a hole is left in the palm of each mitten so that the wearer can pull his hands out of the mittens.

REREBRACE

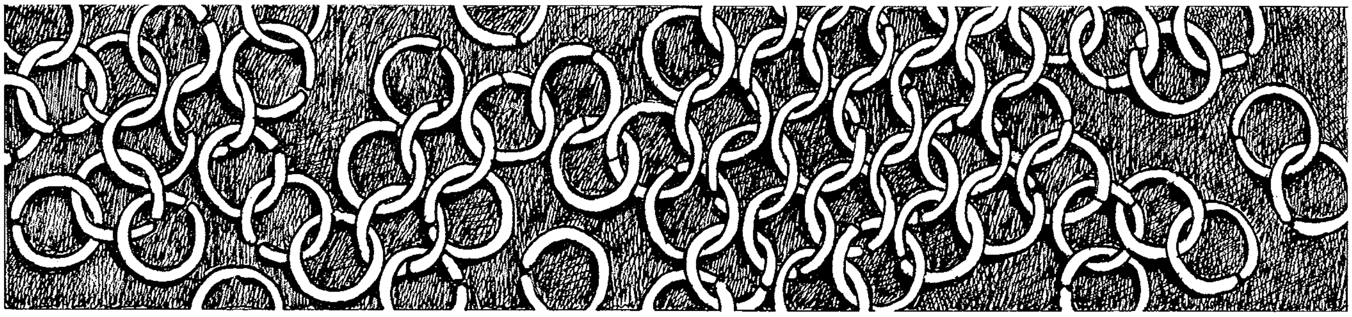
Plate or Kurbul armour for the Upper Arm.

SURCOAT

A cloth garment, usually of linen, worn over metallic armour. It generally extends to just below the knee. The surcoat gives marginal additional protection, but its main purpose is to identify the wearer. Surcoats are generally decorated with heraldic devices.

VAMBRACE

Plate or Kurbul armour for the forearms. The vambrace is sometimes used as a kind of buckler.



RECOVERY

An injury which does not kill the patient outright may still have serious effects. Bleeding, infection, and shock are just as likely to kill a patient as the "traditional" thrust through the heart. Serious injuries which fail to heal properly may also permanently impair their victims. The Harnmaster recovery system uses the following routine:

[1] BLOOD LOSS

Bleeding wounds represent the most immediate threat to life and should be dealt with as a first priority. If the bleeding is not halted the patient may bleed to death. See: Combat (8).

[2] TREATMENTS

Once all bleeding has stopped, wounds may be treated as noted on the Treatment Table.

[3] HEALING

A character receives one healing roll per day for EACH wound, hopefully to reduce injury points, but infections can occur. When all injury points are eliminated the injury is healed.

TREATMENTS

The Treatment Table (below) describes all injuries and their recommended treatments. The necessity for treatment varies; minor wounds will heal by themselves, but serious/grievous wounds always impair the victim unless treated. Successful treatment will improve the healing rate for all wounds. If not in shock the victim can self-treat minor/serious wounds.

If no treatment is given, a wound will heal as given under NT (No Treatment). If the suggested treatment is given, a 1d100 success roll is made against the EML listed, plus 50% Physician EML if applicable. The treatment result is given in four columns under CF, MF, MS, or CS. For example, the treatment for a Fracture is "Splint" which takes 5d6 minutes to perform at EML 40. Assuming a roll 32 (MS), the injury will have a Healing Rate of H5.

In order to attempt a treatment, certain equipment and/or supplies may be necessary; the quality and availability of these should modify treatment EMLs. All treatments are assumed to occur within 24 hours; if they are delayed, the GM may reduce EMLs. Generally, a treatment can only be made ONCE per wound; the GM may award bonus healing rolls to reflect superior post-injury care.

TREATMENT TABLE

INJURY	DESCRIPTION	TREATMENT	EML	NT	CF	MF	MS	CS
Bruise	Minor concussion/squeeze	Compress	50	H5	H4	H5	H6	EE
Fracture	Hairline/Simple Fracture	Splint	40	MI	GI	MI	H5	H6
Crush	Compound Fracture/Pulped Flesh	Surgery	20	GI	B1	GI	MI	H5
Minor Cut	Shallow Cut 1-2" long	Clean/Dress	50	H5	H4	H5	H6	EE
Serious Cut	Cut 2-6" long. Bleeder	Clean/Dress	40	H4	B1	H4	H5	H6
Grievous Cut	Deep/Long Cut. Serious Bleeder	Surgery	30	GI	B2	GI	MI	H5
Minor Stab	Puncture 1" deep	Clean/Dress	45	H5	H4	H5	H6	EE
Serious Stab	Puncture 3" deep. Bleeder	Clean/Dress	35	MI	B1	MI	H5	H6
Grievous Stab	Deep Puncture. Serious Bleeder	Surgery	25	GI	B2	GI	MI	H5
Minor Burn	Severe Sunburn/Minor 1st Degree	Compress	50	H5	H4	H5	H6	EE
Serious Burn	Deep 2nd Degree Burn	Clean/Dress	35	H3	H2	H3	H4	H5
Grievous Burn	3rd/4th Degree. Charred Skin/etc.	Clean/Dress	20	H2	H1	H2	H3	H4
Minor Frost	Chilled Flesh/Shivering	Warming	70	H5	H4	H5	EE	EE
Serious Frost	Frostbite	Warming	45	H4	MI	H4	H5	EE
Grievous Frost	Severe Frostbite/Black Flesh	Amputate	20	--	--	--	--	--
Minor Bite	Shallow/Ragged Tear/Claw	Clean/Dress	45	H5	H4	H5	H6	EE
Serious Bite	Deep/Ragged Bleeder	Clean/Dress	40	MI	GI	MI	H5	H6
Grievous Bite	Flesh Removed. Serious Bleeder	Surgery	30	GI	B2	GI	MI	H5

COMPRESS

Apply cold compress for 5d6 minutes. With Herbal remedies/ointments +20 to EML.

CLEAN/DRESS

Clean and dress wound. Requires water and bandages. Takes: 3d6 minutes. Sutures needed for 11+ IP wounds; needle/thread required.

SURGERY

Includes Clean/Dress. Requires sharp knives, etc. Takes: 10d6 minutes. Patient makes e3 shock roll.

SPLINT

Setting bone and splinting. Takes 5d6 minutes.

WARMING

Gentle warming of injury for 1d3 hours.

AMPUTATE

See: Amputations

H4/H5/H6/EE

Healing rate will be as indicated. Note the HR on the profile. Healing Rolls are made daily, 1d100 against Endurance x HR. See: Healing.

MI/GI

Minor/Grievous impairment. MI injuries heal at H4, GI injuries at H3. Victim will have a permanent reduction of an attribute after injury has fully healed. Attributes affected may be obvious (Dexterity, Agility, Eyesight, Comeliness, etc.) depending on the location of the wound. If no attribute seems appropriate, assess penalties against Endurance. Reduce derived SBs, and subtract five times the reduction from affected MLs.

B1/B2

The treatment causes the wound to start bleeding. This must be stopped before continuing. Accumulate BPs as normal. Once the bleeding is controlled, the treatment may be redone.

AMPUTATIONS

Surgical amputation of a body part is necessary for Grevious Frost (if viable) and may be used as a treatment to halt the spread of infection. Roll to determine success level. The body part is always amputated along with the wound/infection involved, but a new bleeding wound is created whose IPs/BPs will vary according to the success of the operation:

CF: 1d10 + 25/b4	MS: 1d10 + 15/b2
MF: 1d10 + 20/b3	CS: 1d10 + 10/b1

Any amputation requires the patient to make an e5 shock roll. Bloodloss and treatment of the new wound (Grevious Cut if 21+ injury points, Serious Cut if less) is then handled as normal. Surgical restoration of severed body parts is NOT possible.

CAUTERIZATION

A treatment to sterilize and seal open wounds. Cauterization is an optional, secondary treatment, given after the wound Healing Rate has been established by the normal treatment rules. A metallic object and fire, or hot tar (for larger wounds) are required. Cauterization may be attempted at EML 50 (plus 50% Physician EML). The effect is to modify the Healing Rate: CS +2; MS +1; MF -1; CF -2. The patient also makes an e3 shock roll.

HEALING

Each injury has its own Healing Rate [HR] as given on the Treatment Table. Various types of special intervention may cause the GM to increase healing rates at his discretion.

HEALING ROLLS

A character receives one (1) healing roll per day for EACH wound. A Healing Roll is a 1d100 roll against the patient's ENDURANCE x wound HR. That is, if the patient's Endurance is 11 and the wound is rated at H4, healing rolls for that wound are made against an EML of 44. The daily healing roll is made for each uninfected injury and the result interpreted on the Healing Table (below). The treatment result "EE" means that this wound will fully heal in one day; a healing roll is not required.

The object of a healing roll is to reduce injury points; when these are reduced to zero, the injury is healed although there may still be impairment. The daily healing roll assumes the character gets 12 hours of rest per day; the GM may modify a Healing Roll if the character gets more/less rest than this, but the EML for a healing roll may not exceed 95. Bonus Healing Rolls may also be awarded for various types of healing spells, talents, etc.

HEALING TABLE

CF: If this is an open wound (burn of 16+ IPs, or any cut/stab/bite of 6+ IPs), it is now infected. Reduce HR by 1. See: Infections.
MF: No healing. If this is the first healing roll for an open wound, MF = CF.
MS: Reduce wound Injury Points by 1.
CS: Reduce wound Injury Points by 2.

INFECTIONS

Historically it was more common to die of infected wounds than to die outright in battle. As already noted, wounds may fester and become infected during the healing routine. If a wound does become infected, write "inf" adjacent to that wound. Once a wound is infected, little can be done except to rely on fate (infection roll), although magic, miracles, or amputation may effect a cure. When an infection is defeated, daily healing rolls may restart for that wound.

INFECTION ROLLS

An infection roll is similar to a Healing Roll, except infected wounds cannot heal until the infection is defeated, and the infection may spread to other body parts. Roll 1d100 against current HR x Endurance, once per day for each infected wound. The result is interpreted on the Infection Table (below).

DISEASES & POISONS

Diseases should be assigned a contagion index of 1 (highly contagious) to 7 (barely contagious) and a healing rate of H1 (bubonic plague) to H5 (influenza). A C1/H1 disease would kill most of the population.

When exposed to disease, a character rolls 1d100 against CI x Endurance (max. 95). If the roll exceeds this EML he catches the disease and will soon begin to display appropriate symptoms which may render him non-functional until he recovers. Note the disease name and HR in the injury section. A recovery roll is made daily on the Infection Table. At H0, the patient dies; at H6, he recovers from the disease.

POISONS/TOXINS

Poisons and toxins may be treated as a disease. A large dose of deadly poison would be H1, a small dose of mild poison H5. The GM may assign a Healing Rate for a venimous bite, or roll 2d3-1.

BLOOD REGENERATION

The healing rate for bloodloss is always H6. Roll to regenerate bloodloss daily like any other injury. CF/MF indicate no effect. MS recovers 1 point of Bloodloss; CS recovers 2.

SHOCK RECOVERY

If a patient is in shock, enter a Healing Rate of H5 adjacent to "Shock" in the injury section of the combat profile. A shock recovery roll (same as healing roll) may be made every FOUR HOURS. The effect is to modify the current Healing Rate: CS +2, MS +1, MF -1, and CF -2. Patient recovers from shock at H6, but dies of shock at H0.

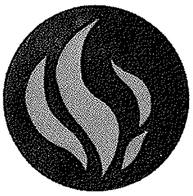
INFECTION ROLLS

CF: Reduce HR by 2. If injury is now H0, the patient dies from gangerene/etc. 40% chance the infection spreads to all adjacant body parts.
MF: Reduce HR by 1, with same effects as CF, except the chance of infection spreading is 20%.
MS: Increase HR by 1. If H6, infection is defeated.
CS: Increase HR by 2, with same effects as MS.

THE PANTHEON

With inevitable variations and prejudice, arising from cultural and geographical differences, almost all inhabitants of western Lythia share a common set of metaphysical beliefs. They are pantheistic; western Lythians believe in the existence of ten major (and hundreds of minor) deities, and share the same myth of creation. Most worship only one deity.

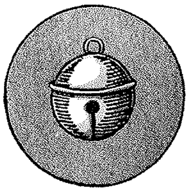
The most common titles of the ten major deities and brief comments on their religions follow. This information is compressed due to the limitations of space. GMs who desire detailed religious information, including the dates and activities of various religious holidays, and the common mythology of Lythia, are referred to the GODS OF HARN module.



AGRIK

Lord of the Four Horsemen, Master of the V'hir, Immortal Warlord of Balgashang, Breeder of Plague, Squallor, and Decay, Reasonless Reaper, Tyrant of the Foul Chamber, Knower of the Ten Thousand Ways.

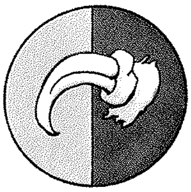
Agrik is the evil god of war, the breeder of violence for its own sake, the deity of those who enjoy rapine, pillage, cruelty and destruction. His element is fire. Agrik is worshipped by more than half a dozen different clerical sects, each of which sponsors its own fighting order. The church is a hotbed of internecine strife.



HALEA

The Empress of Opulence, Queen of Pleasures and Self-Fulfilment, Maker of Bargains, Guardian of the Treasure Hoardes of Heaven, Enslaver of Hearts and Loins, Unchaste Lady of the Ten Forgotten Acts, Golden Temptress of the Crimson Chamber.

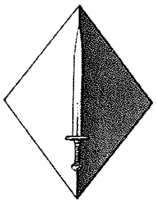
Halea is the amoral goddess of wealth and pleasure. She is the deity of those who seek hedonistic joy. She is a schemer who demands unswerving devotion of her adherents and loves flattery. The Halean church restricts its clergy to women; males are used as temple guards and consorts.



ILVIR

Master of Araka-Kalai, Brooder in the Blasted Plains, Serpent that Dwells Below, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude, Craven Lord of the Sterile Lands.

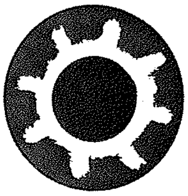
Ilvir is the amoral creator of the Ivashu. His ethical code is centered on self preservation. His adherents are individualistic, creative, and fond of mysticism. Dozens of distinct sects worship Ilvir, although his adherents are not numerous. Ilviranism is known for its fractuous and esoteric ritualism.



LARANI

Shieldmaiden of the Worthy Cause,, Guardian of Dolithor, the Unwilling Warrior, Lady of Paladins, Protector of the Brave.

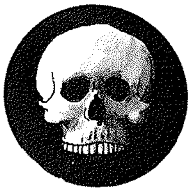
Larani is the benevolent goddess of chivalry and battle, the reluctant warrior. She is the deity of those who make war in a just and honourable cause. Larani's church is comprised of several clerical sects, each with its own fighting order and region of operation.



MORGATH

Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvin of the Black Pit, Wielder of the Shadow of Incarnate Evil, Wreaker of Chaos.

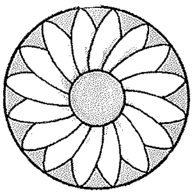
Morgath is the master of chaos, evil, and the undead. He is a god of retribution, caring nothing for justice, and despising all things fair and noble. His clerical followers belong to the "Order of the Lord of Chaos", a dour and ruthless organization, infamous for its practice of human sacrifice.



NAVEH

Lord of the Pitch Shadows, Master of Deceit and Evil Dreams, Lord of the Last Illusion, Merchant of Death, Unseen Lifter of Lives, Trancer the Cat, Wealth's Worry.

Naveh is perhaps the most merciless of the gods, motivated by cold implacable intelligence. A god of darkness, he is often worshipped by thieves and assassins. He is considered a doer of the impossible and a master of lies and deception. Best known as the bringer of nightmares, Naveh is associated with inexplicable and untimely death. His clerics are amazingly well disciplined, and have been known to commit suicide to prove a point.

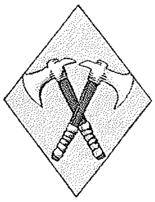


PEONI

The Restorer and Bringer of Life Renewed, Maker of Balms, Lady of Truth, Everliving Daughter of White Virtue, Guardian of the Meek, Lady of Industrious Labours and the Ripe Harvest, Confidant of Lovers, Chaste Lady of Honest Love.

Peoni is the gentle goddess of healing and agriculture. She is a forgiving deity, worshipped by many farmers, and those who use their skills to aid the meek and powerless. Peoni's celibate priesthood is divided into two orders, one male and one female. Temples have the habit of disbursing their funds to the poor and are, consequently, always on the edge of poverty.

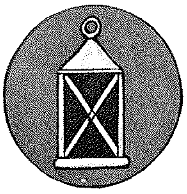
RELIGION 2



SARAJIN

King of the Icy Wind,
Lord of the Perilous Quest,
Wielder of the Blooded Axe,
Master of Frosty Climes,
The Gray Slayer.

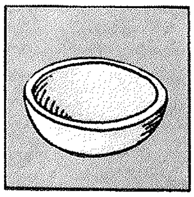
Sarajin is the amoral god of battlelust, requiring fearlessness and bravado (the code of the Ljarl) of his adherents. He loves the sport of war, and sometimes participates in human battles. He is the principal god of viking and of the Ivinians. Sarajin's followers are informal in their religious organization. Clerical functions are performed by traditional "priestly" clans who recognize no central authority.



SAVE-K'NOR

Lord of Puzzles, Conundrums
and Mazes, Sage of the Gods,
Lord of Jesters, Mixer of
Potions, Knower of Many Things,
Keeper of the Var-Hyvrak,
The Lost Guide.

Save-K'nor is the god of knowledge, and the seeker of enlightenment. His adherents have no particular moral bent besides loyalty to the church, although their belief in an ordered society generally precludes evil behaviour. Three sects, each stressing a different personal aspect, worship Save-K'nor.



SIEM

Master of the Lords of Dream,
Bringer of Meritorious Dreams
and Blessed Forgetfulness, Lord
of the Starlit and Thrice Blessed
Realm, King of the Uttermost
West, Master of the Sundered
Ones in Exile, Spirit of the Mist,
Never Changing Lord of the
Azure Bowl.

Siem is the benign god of mystery, magic and dreams. He is the special deity of elves and dwarves and is sometimes considered the eldest of the gods. Siem's followers are not organized into what can properly be termed a church. While communal worship does occur, ultimately each individual makes his own personal approach to the deity.

MINOR RELIGIONS

In addition to the ten major deities described above, hundreds of lesser divine and semi-divine entities are worshipped by Lythians. Almost all barbarian tribes possess their own mythologies (which are outlined in various Encyclopedia Harnica modules).

DEMIGODS AND DEMONS

Demigods are of two types, those who serve one of the ten great deities by choice or compulsion, and those who serve no master. A god does not have to actually exist in order to be worshipped, nor does an existing god require adherents. A demon is simply an evil demigod.

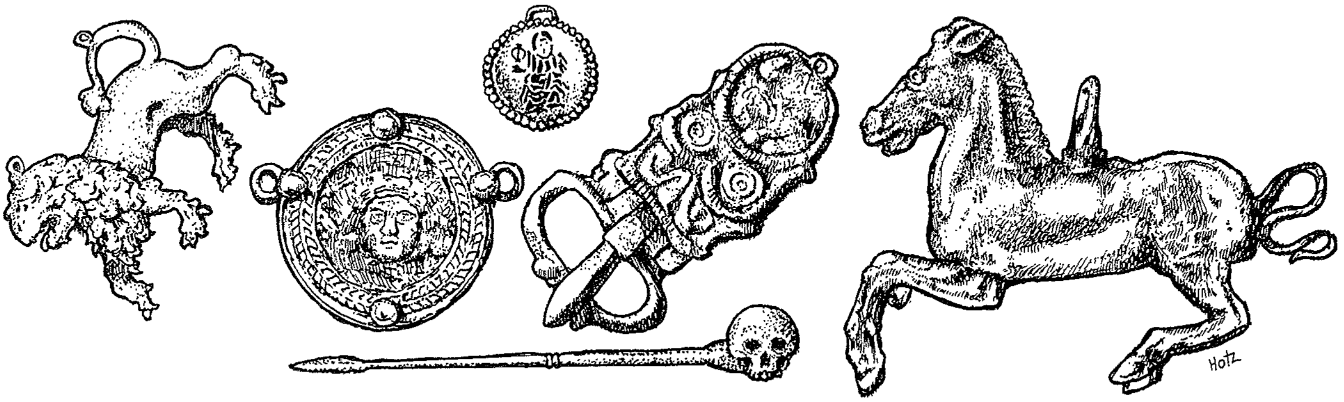
Demons and demigods vary in strength, and also in attitude. Some are limited to specific regions, confined by greater beings or principles. Some are associated by need or tradition with particular peoples or institutions. The powers of the gods, if not infinite, are at least beyond the compass of mortal man. Demigods and demons, on the other hand, are closer to man; their imperfections and weaknesses, their attitudes and objectives, may be comprehended by mortals with relative ease. It is not appropriate to attach the label "superman" to a god, with a demon or demigod, it may be.

The attitude of the worshiper varies according to the object of his worship. Mortals may worship out of love, respect, or fear. Some worship out of what can be gained, but with a major god, this can lead to disaster. Some demons and demigods can be flattered, tricked, or even threatened into granting aid. Some find this easier to deal with than the more rigourous requirements of a major deity.

THE ETHEREAL WORLD

Lythians believe in the existence of a multitude of worlds parallel to their own. Space travel is unthinkable, but access to worlds in other dimensions is, in their view, proven. It is not surprising, therefore, that many religious phenomonae (as well as other inexplicable events) are inexorably interwoven with the "inter-planar" perspective.

Lythians are superstitious folk, believing that some kind of spirit, Kami, totem, Asiri, etc. dwells in every living, and many inanimate objects as well. This may go beyond the facts, but fact has always tended to be an impediment to attractive mythology.



CHURCH HIERARCHY

It is impossible to give full information on Harnic (or other) churches in this publication. The following sections deal only with broad guidelines to aid the GM with characters who wish to enter the church as a career. For detailed information on Harnic churches, religious doctrine, clerical and religious orders, and specific canon offices, see the separate publication "Gods of Harn".

CIRCLES OF COMMAND

All churches of the ten major deities have adopted ceremonial levels of ritual called Circles of Command. Most churches have seven Circles, although some have only six (those without Pontiffs) and one (Agrik) has eight, the highest circle being the deity himself.

Admittance to any Circle signifies the church's formal recognition of a cleric's knowledge of the mysteries, but such status is not given lightly. A character who achieves Ritual ML of 61+ "should" be inducted into the Third Circle, but some are denied admittance for political or other reasons. It is not uncommon for a cleric to have Ritual ML90+ and still be a member of the Third Circle. Generally, advancement beyond the Third Circle is reserved for the most talented and political of priests.

Being inducted into a Circle means the character will be taught the Ritual Invocations of the church which are appropriate to that Circle. The nature of induction ceremonies to the Circles varies from church to church, and gets more elaborate with higher Circles. Most involve prayer and some fasting, plus long hours of study and training to learn the new Invocations, lasting a month or more.

CHURCH OFFICES

Churches also appoint their members to various offices/assignments. Most such offices have minimum Circle requirements. A person who has not reached the required Circle, cannot hold the office. Since there are usually several qualified candidates for any office, politics is even more important here; persons are often passed over, or denied office altogether.

The following table shows the minimum Ritual ML required for induction into the various circles. It also indicates the offices/assignments for which a member of that circle is qualified.

CIRCLE	RITUAL	OFFICE
First	26+	Acolyte
Second	41+	Deacon, Mendicant
Third	61+	Lay Grandmaster, Temple Priest
Fourth	76+	High Priest, Bishop
Fifth	86+	Archbishop
Sixth	96+	Primate, Cardinal
Seventh	106+	Pontiff

CLERICAL AND FIGHTING ORDERS

Most churches are organized into one or more clerical orders; most clerics belong to one such order. The lay-followers of a deity are not usually required to belong to or support any particular order, but some lay warriors may belong to (lay) fighting-orders sponsored by various clerical orders. Both clerical and fighting orders have their own hierarchies and usually require that office holders belong to a minimum circle.

ENTERING THE CHURCH

Characters may be admitted to their churches, during the pregame or in the course of play, for religious training as an Acolyte. This basic training takes an average of three years. Some churches/orders are highly selective, some will accept any applicant. The Acolyte takes preliminary vows, and is taught the order's fundamental dogma and ritual.

ACOLYTE SKILLS

On completion of his novitiate, the Acolyte opens the appropriate Ritual Skill to SB2, Embalming to SB1, and Cookery to SB3. Each church also instructs its Acolytes in the following skills, which are opened to OML plus SB. (See Skill Data Table: Skills page 3)

Agrik	Mace, Whip, Sickle
Halea	Lovecraft, Perfumery, Musician
Ilvir	Script, Drawing, Animalcraft (Ivashu)
Larani	Any sword, Mace, Knight Shield
Morgath	Dagger
Naveh	Legerdemain, Dagger, Lockcraft
Peoni	Physician, Agriculture
Save-K'nor	Script, Drawing
Sarajin	Any Axe, Dagger, Any Shield
Siem	Script, Astrology, Survival

The character now acquires three option points to be expended to improve his skills or open elective skills. For each option point, he may improve an open skill by its base (once only per skill) or open appropriate new skills at OML plus SB. Characters will be inducted into the Circle of Command appropriate to his Ritual ML, but will not be admitted to any circle higher than the second, nor be able to improve Ritual ML, unless they commit to the priesthood.

TRAINING FOR THE PRIESTHOOD

Characters of the Second Circle may apply for training as a priest. This may be done in the pregame or in the course of play. Characters who would train for the priesthood must undertake vows of obedience, and remain at the command of the temple preists for (on average) three years. If the character is accepted, he remains in the temple, until his Ritual ML qualifies him for admission to the priesthood (ML61+) or until he renounces his vows, or is expelled. For each year of priesthood training in the pregame, the character may improve his Ritual Skill by half his Skill Base. Characters may also improve Oratory and Intrigue by SB when they are admitted to the priesthood.

IMPROVING RITUAL ML

Once a cleric begins actual play, further Ritual development is possible only by study of appropriate books, etc., or with training from qualified masters. Ritual ML can NEVER be improved by practice or use; the deity would not respond favourably to thousands of clerics invoking his aid simply to gain experience...

ADVANCEMENT

Characters may apply (once a month) for admission to higher Circles as their Ritual ML qualifies them to do so. Their chance of success is a 1d100 roll (plus Ritual SB) which must equal or exceed the minimum ML required for each Circle. The roll may be modified at GM discretion for political reasons, etc. Similarly, characters may apply for appointment to any office for which their current Circle qualifies them, handled solely at GM discretion: Ritual and Intrigue ML, perhaps Piety, are relevant.

RELIGIOUS RULES

From time to time characters will seek divine aid or guidance in their endeavours. The following rules deal with the accrual and expenditure of piety (karma) and with divine intervention (miracles).

This system governs calls for divine intervention to any semi-divine or divine being whose ethics/church rituals are known in general. The system can be readily amended or expanded.

RITUAL SKILL

Ritual is a skill, which reflects a character's knowledge of and ability to perform Invocations of a religion. There is a separate Ritual Skill for each deity, but having a high ML in more than one is rare. There is a loose correspondence between Ritual ML and the "circles of command" (internal ranks) of the various churches as noted on page 3.

PIETY AND PIETY POINTS

A piety point (PP) is a unit of favour or karma. Characters accrue PPs by performing actions beneficial to their church or deity and expend them by calling for divine intervention or attempting to perform miracles. In general, no character worships more than one deity. Hence, piety points are dedicated to a single deity. If the GM allows characters to worship more than one deity at a time, separate piety point totals must be maintained for each.

OBTAINING PIETY

Characters begin play with 5d6 Piety Points. Additional PPs are acquired by performing various religious activities/services. The PIETY TABLE is a guide for the GM. The first number in square brackets is the percentage chance that the activity will accrue PPs for the character. The second number in square brackets is the number of PPs that would be acquired. On completion of the activity, roll 1d100 if the result is equal to or less than the percentage given, increase the character's Piety total by the indicated number.

RECORDING PIETY

A character's current PP total should be recorded in the appropriate box on his Profile. Any action detrimental to the church and/or deity should cause the GM to remove an appropriate number of Piety Points.

PIETY TABLE

PRAYER/MEDITATION [20%/1]
One hour of uninterrupted prayer/meditation in a temple or other concecrated ground. If the location is not consecrated, the chance is reduced to 10%.

FASTING/PRAYER [50%/2]
The accrual roll is made at the end of each full day, at which time, the faster also rolls 1d6 per consecutive day of fasting; that is, at the end of the fourth day, roll 4d6. If the roll exceeds the faster's Endurance, he acquires a malnutrition "injury" equal to the difference. Characters may indulge in fasting, prayer, and meditation for as long as they please.

CONFESSION/PENANCE [80%/2]
Not all churches practice this ritual. Those that do (Peoni and Larani, although Save-K'nor, Morgath, and Halea have similar rituals) allow only ordained priests to hear confessions. Piety is rolled for on completion of the assigned penance.

DAILY MASS [30%/2]
Attendence at the daily church service held by most temples. Such services are generally held in the early evening and last two hours. They may be attended by any adherent of the diety and by potential converts. Clerics may also attend a morning service.

HIGH MASS [80%/2]
Most churches hold a monthly high mass. The day varies. Clerics may also attend a morning service on the same day.

FEAST MASS [90%/5]
Held yearly on the principal holy day. Lasts four hours. A second service is open only to clerics.

SERVICE [90%/3]
Character performs a (usually non-dangerous) task for the temple, such as cleaning out the latrines or storerooms. The service might take a couple of days to perform. Piety accrual is on completion and may be varied to reflect the difficulty of the task.

SACRIFICE [Variable]
Characters may make donations to temples or sacrifices to the deity directly. The sacrifice must be appropriate; Siem, for example, would cast out anyone who sacrificed a life. The Piety available is at GM discretion. A donation of 1% of the character's wealth should give a 90% chance of accruing 1 PP. Something of high value to the character will tend to be more favoured by the deity.

QUEST [Variable]
Character agrees to perform a mission. GM decides whether a quest is minor, major, or somewhere in between. A minor quest might be to deliver a message to another temple (not too much danger) and may be worth 10 PP. An intermediate quest will be more dangerous and time consuming and be worth perhaps 20 PP. A major quest should be very hazardous and be worth 30 PP. Half the piety value should be awarded when the quest is undertaken, half when completed. If the character willingly turns aside from the task before completion, he loses double the piety already given.

DIVINE INTERVENTION

Piety points may be voluntarily expended by a character by calling for Divine Intervention. This is an attempt to enlist the aid of the character's deity to perform a miracle, often to save his life. Any character may call for Divine Intervention at any time.

If divine intervention occurs, it will not neccessarily take the form desired by the caller. Miracles are not like spells. The power originates from a divine, conscious entity; it is the diety that decides the appropriate type of intervention. While the deity may be open to suggestions, it will not take kindly to demands.

LIMITATIONS ON THE GODS

In order to prevent all out war in a pantheistic universe, there is a concordat limiting the interference of the gods in the affairs of lesser beings. Hence, when a deity who probably should respond to a call for intervention fails to do so (as a result of a bad die roll) it may be explained as a manifestation of these limitations. Every intervention can be countered somewhere by an intervention by a morally opposing deity. Hence the gods are sparing with their aid.

When intervention occurs, it should be indirect and subtle. The gods use as little power as possible to get the job done. As a further consideration, a god will rarely take direct action against the adherents of another deity. Instead, the effort will be to preserve the deity's own adherents. If called upon to save the day in a hopeless melee, the god is far more likely to save his adherents in some subtle way, than to harm the adherents of another god.

Finally, the gods are averse to leaving direct evidence of their actions or even of their existence. When a deity intervenes, it should be impossible to prove that intervention has actually occured. Virtually any intervention can be explained away as coincidence, the normal workings of the laws of physics, etc. Hence, the GM should confine his remarks to players to explaining the effects, never the actuality or rationale of divine intervention. If there remains doubt as to the god's existence, all the better.

DIVINE INTERVENTION ROUTINE

[1] WISHES OF THE CALLER

The character should inform the GM of (at least) his general intent. However, a call for intervention may be anything from "please help me/us/etc. get out of this mess" to "please inform me of the contents of this box"; there are no limits.

The purpose of the intent declaration is to help the GM determine the appropriateness of the call. If a character asks his non-violent deity to cast someone into flaming hell for 40,000 millenia, the deity is unlikely to respond in the desired manner. A call asking the deity to do something that he/she/it would probably want to do anyway is more likely to succeed.

[2] BASIC PIETY EXPENDITURE

Once the intent of the character has been determined, the GM must assess the degree of aid required (not requested). There are three degrees of intervention, each requiring the expenditure of a different number of PPs:

Minor Intervention	5
Intermediate Intervention	10
Major Intervention	20

The GM informs the character of the number of PPs that have gone, and he deducts them from his total. If he lacks sufficient PPs, whatever he has left is eliminated and the call proceeds. If the caller has no PPs, he cannot call at all.

[3] ADDITIONAL PIETY OPTION

Characters have the option to expend some of their remaining PPs to increase their chance of successfully calling for divine intervention. Once the basic PP cost has been subtracted, the character may expend up to half his remaining PPs, to earn a bonus on the Intervention Roll, equal to the number of PPs expended.

[4] RITUAL OPTION

If there is time, characters may perform a chant, ceremony, or ritual to enhance the chance of success. The GM has the option to design/organize specific rituals to meet specific needs. When the (appropriate) ritual has been concluded, the character rolls against his Ritual skill to determine what, if any, benefits have been derived. The effect is to modify the Intervention Roll:

Critical Success	+20
Marginal Success	+5
Marginal Failure	-5
Critical Failure	-20

[5] INTERVENTION ROLL

The intervention roll is a 1d100 roll modified by the appropriateness of the call (GM discretion), the bonus piety option (if any), and the clerical ritual bonus/penalty (if any). All modifiers are added to or subtracted from the 1d100 roll. The maximum positive modifier is +50.

The Intervention Table is used to determine the effect(s) of calls for divine intervention. It refers to the deities of Lythia/Harn, although similar tables for other pantheons may be readily constructed.

INTERVENTION TABLE

Deity	Intervene	Conditions	Retribution
Agrik	91+	66+	21+
Halea	86+	76+	21+
Ilvir	96+	51+	16+
Larani	91+	46+	7+
Morgath	91+	66+	26+
Naveh	91+	61+	21+
Peoni	91+	31+	6+
Sarajin	88+	51+	16+
Save-K'nor	94+	51+	16+
Siem	96+	51+	6+
Lesser God	96+	46+	6+
Demigod	86+	66+	21+
Demon	71+	95+	50+

INTERVENE

The first column of numbers is the minimum percentile roll needed to achieve an intervention. If the 1d100 roll (plus or minus any modifiers) equals or exceeds this number, there is an intervention on behalf of the character making the call.

CONDITIONS

If the call for intervention succeeds, the deity may attach conditions to its aid. A second 1d100 roll (unmodified) is made to avoid conditions. If the roll equals or exceeds the number given, there are no conditions to the intervention. Otherwise the character is given a task (or geas) to fulfil in exchange for the intervention. Such tasks vary from a minor service that must be undertaken within a year, to the sacrifice of a hand. It depends on the deity and on the degree of intervention. Piety Points are accrued normally for any service or quest undertaken; the only difference is that the task is not voluntary. In some cases, the deity may be willing to negotiate, before or after granting intervention. Refusal to honour any agreed to (or imposed) condition may not be wise...

RETRIBUTION

If the call for intervention fails, a second roll must be made to determine whether the deity is so annoyed as to exact some kind of retribution on the character who disturbed him. If a 1d100 roll (unmodified) equals or exceeds the number shown there is no retribution. Otherwise, not only does the deity fail to help, but he also inflicts some curse or pennance, whose nature is left to the GM. Ironically, in order to suffer the effects of retribution, the character must be kept alive (in some form); hence if the call was to save his life, retribution will probably conserve the character's existence, although his standard of living may well decline.

EXAMPLE CALL

Lemasain is a follower of Peoni with 160 piety points and a Ritual skill of 45. His group is ambushed by brigands and is losing badly. He decides to call to his goddess for aid and so informs the GM (who stops play to resolve the call). Lemasain declares his intent, to save his companions from the wrath of unbelievers, and if it is not too much trouble, himself as well.

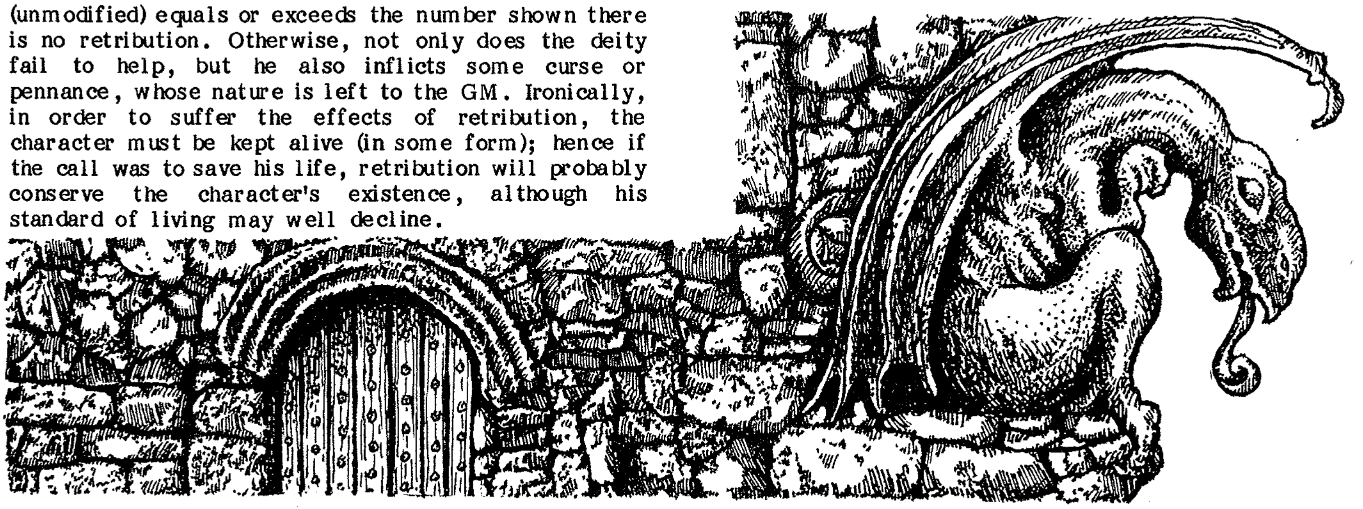
The GM decides that the intervention required is somewhere between intermediate and major and instructs Lemasain to deduct 15 PPs from his total. This leaves him with 145 PPs; he decides to spend an additional 45 PPs to give him a bonus of 45, reducing his piety to 100.

Lemasain now performs a quick ritual prayer; because of the hectic circumstances he is assessed a 5 point penalty against his Ritual Skill (his EML now equals 40). He rolls a 38 resulting in marginal success for his ritual; this gives him a +5 modifier for the ritual. Lemasain's total bonus for additional piety expenditure (+45) and ritual (+5) is +50, the maximum allowable.

Lemasin makes his roll and achieves a 94 before bonuses. This grants him intervention and causes him a few moments of regret for the 45 PPs he "wasted" to improve his chances. He then makes a second roll to avoid conditions and achieves a 22; this means there are conditions.

Thus Lemasain has obtained a conditional intervention from his goddess Peoni. The GM informs him that he feels the presence of his deity. In the heat of battle, things get confused, and the few members of Lemasain's party who are still standing are knocked out one by one (Lemasain included). While unconscious, Lemasain is informed that he feels obliged to journey to the ruined temple of Ankel-Emdar in far Azeryan to restore the holy relics that had been desecrated by the Indari tribesmen.

When they awaken, Lemasain and his party discover that they have been left for dead, their wounds (although still present) are not as bad as they had thought. Taking inventory, they find that most items of obvious value have been removed from their bodies. They also find the tracks of some large beast; of their enemies there is no sign...



RITUAL INVOCATIONS

Ritual Invocations are opportunities for clerics to exercise their Ritual Skill. These are standard, formal ceremonies, invoking the character's deity for a specific, limited miracle. A Ritual Invocation must be learned from a member of the priesthood of the diety's church. They are generally only taught to members of the priesthood. Most clerics will know a selection of Ritual Invocations roughly in proportion to their rank/office within the church.

MAKING A RITUAL CALL

If a character knows an Invocation, he may use it any time he wishes. The Invocation call usually consists of a prayer or chant, but may involve construction of an altar, burning of incense, a sacrifice, etc. The intent is to perform a ritual which is less likely to tax the patience of the deity. The specifics of such ritual are not given, but GMs should encourage their players to devise suitable prayers, chants, or sacrifices to effect Invocation calls.

The procedure for making a Ritual Invocation call is simple. The Invocations have fixed PP costs and the character first expends the necessary Piety Points. The GM may then modify Ritual ML for the appropriateness of the call. Finally, the character rolls against his Ritual Skill EML.

EFFECTS OF A RITUAL INVOCATION

The effects of an Invocation depend on the level of success or failure achieved. Guidelines are provided for successful calls. Marginal Failure never has any adverse effects. Critical Failure implies that the cleric has made a severe error and this usually causes severe distortion. Sometimes the opposite effect occurs, sometimes the normal effect is increased past the point of uselessness to the point of inconvenience or great danger. The more violent or dramatic an Invocation is, the more violent should be the effects of Critical Failure. Some of the Invocations include descriptions of the effects of Critical Failure; these are intended only as a guide. All effects are at GM discretion. There are really no limits on what the gods may or may not do.

OTHER INVOCATIONS

The Invocations given represent only some basic, commonly used prayers and ceremonies. They are nothing more than a cross section of the possible. There are also hundreds of Invocations performed by several clerics in unison, or by a whole congregation acting together. Not all Invocations, however, are designed to produce a particular effect. Most are attempts to commune with the diety, without seeking any benefit in return.

THE GODS OF DARKNESS

It is said that the powers of Naveh and Morgath arise at night, and slumber in the light. These deities are weaker in daylight and the powers of their followers are more effective in dark or gloomy environments. To reflect this, the Ritual EML of a follower of Morgath or Naveh should be reduced by up to ten in daylight, and increased by a similar amount in darkness.

THE INVOCATIONS

The following is a list of the Invocations of the Lythian pantheon. Each religion has its own Invocations, although some appear on several lists. The Roman numeral is the circle that must be attained before the Invocation can be learned; the second number is the PP cost to perform it. Note that PP costs for the same Invocation vary by the church/deity.

AGRIK

Battlelust (V/50)
Command (V/10)
Curse (II/10)
Endurance (V/30)
Pain (III/5)
Searing Hand (IV/15)
Summoning (V/20)
Weapon Charm (IV/15)

HALEA

Blessing (V/4)
Command (V/10)
Cure (IV/10)
Curse (IV/10)
Endurance (IV/40)
Halea's Voice (V/10)
Pain (IV/10)
Pleasure (II/5)
Summoning (V/20)

ILVIR

Blessing (III/5)
Command (IV/20)
Curse (IV/15)
Darkness (IV/15)
Mutation (IV/30)
Regeneration (II/30)
Summoning (V/30)
Withering (V/35)

LARANI

Awe (V/25)
Blessing (III/3)
Courage (III/10)
Cure (IV/10)
Endurance (V/30)
Summoning (V/30)
Truthsense (IV/15)
Weapon Charm (III/20)

MORGATH

Awe (V/25)
Command (V/20)
Curse (III/15)
Darkness (IV/25)
Fatigue (IV/25)
Pain (III/10)
The Shadow (V/15)
Summoning (V/30)
Withering (IV/20)

NAVEH

Awe (V/25)
Command (V/10)
Curse (IV/10)
Darkness (III/25)
Endurance (V/25)
Invisibility (V/25)
Pain (IV/10)
Summoning (V/25)

PEONI

Blessing (II/3)
Cure (III/15)
Divination (V/15)
Exorcism (IV/30)
Peace (IV/10)
Protection (V/30)
Revivification (V/40)
Summoning (V/30)
Truthsense (IV/15)

SARAJIN

Battlelust (IV/40)
Blessing (IV/5)
Command (V/20)
Cure (V/10)
Endurance (IV/30)
Summoning (V/30)
Truthsense (IV/10)
Weapon Charm (III/10)

SAVE-K'NOR

Blessing (IV/3)
Command (V/20)
Cure (IV/15)
Divination (III/10)
Exorcism (IV/30)
Protection (IV/40)
Summoning (V/30)
Tongues (IV/20)

SIEM

Blessing (III/5)
Cure (IV/10)
Divination (IV/15)
Exorcism (IV/30)
Peace (V/25)
Protection (IV/30)
Summoning (V/30)
Truthsense (IV/30)
Woodscraft (III/20)

AWE

This Invocation creates a feeling of the presence of the deity and is used during ceremonies in some churches. Its effect is to cause persons who are godless or adherents of opposing deities to check morale. Morale is checked by rolling dice indicated against WILL; if the roll exceeds the character's Will his morale has broken and he will flee, surrender, or panic. The maximum range of the effect and the number of dice to be rolled against Will is determined by the Success Level.

SUCCESS	WILL	RANGE	DURATION
Critical:	4d6	100 yards	5 mins.
Marginal:	3d6	50 yards	10 mins.

Critical Failure causes the performing cleric to make a morale check instead. The Invocation requires about a minute to perform. If Critical Success is achieved, the effect may be directed at specific (in range) individual(s) rather than as a blanket effect.

BATTLELUST

An Invocation to whip up a frenzy in one's allies in a battle. All friendly warriors within range are required to roll against their Will. The maximum range and the dice to roll against Will are:

SUCCESS	WILL	RANGE	DURATION
Critical:	4d6	100 yards	5 mins.
Marginal:	3d6	50 yards	10 mins.

Those who roll greater than their Will become desperate (see "Morale" under Combat). If the Invocation achieves Critical Success, the caller may cause them to go berserk instead. Those who roll equal to or less than their Will are unaffected. Critical Failure causes those who roll over their Will to panic.

BLESSING

Blessings may not be performed on oneself. The procedure varies - most churches encourage the laying on of hands, but this is not mandatory. The ceremony takes only about ten seconds. There are two forms the blessing can take. One is to bestow piety points on the recipient. Another is to grant a (one time) luck bonus:

SUCCESS	PIETY	LUCK
Critical	2d6 pp	15%
Marginal	1d6 pp	5%

The cleric decides whether he is attempting to bestow PPs or luck. Piety can only be given to adherents of the same religion; it is immediately accrued by the recipient. Luck may be given to anyone; it will apply at the next situation calling for luck (GM discretion). A blessing may also be used to neutralize a curse or hex.

COMMAND

The ability to control the denizens of the deity, some/all of whom may be inimical and dangerous. Most deities have semi-divine or ethereal servants. Only such creatures are affected. Clerics can command only the denizens of their own deity, but with Critical Success, the denizens of other deities may be banished.

CRITICAL SUCCESS

Any servant of a deity may be banished. Denizens of one's own diety may be commanded to perform a minor task (GM discretion).

MARGINAL SUCCESS

Hostile denizens of one's own religion may be banished, but creatures of other deities are not forced off (although they are probably made somewhat uncomfortable and, if they are not well-motivated to remain, will probably leave anyway).

CRITICAL FAILURE

The target entity becomes hostile (even if it was not already).

COURAGE

Increases the Will of an individual (usually a friend) who must be within 20 yards. With Marginal Success, Will is raised by two points for ten minutes. With Critical Success, Will is increased by five points for half an hour. Critical Failure halves the recipient's Will for ten minutes. The Invocation may also be used to give someone a second chance at a failed morale roll.

CURE

A highly variable Invocation designed to help a patient overcome any illness/wounds from which he is suffering. It normally takes at least an hour to perform and requires the laying on of hands. The ritual is normally conducted with incense and other paraphernalia; if not available reduce EML by 10. The invocation may be attempted as often as desired for one or more patients. MS will give a bonus of five (5) healing rolls immediately, distributed among ailments/wounds of the cleric's choice; CS will give a bonus of ten (10) healing rolls. Failures have no affect on anyone. Revivification (qv) is not possible with this Invocation.

CURSE

A curse is an attempt to bring down the displeasure of one's deity upon another in order that he have bad luck. In essence, this is the opposite of a blessing. A curse is usually a short, simple declaration. The GM rolls secretly. With marginal success, the victim will sustain a 10% penalty on the next applicable situation calling for luck (ie. almost anything calling for a die roll). With Critical Success, the victim sustains a more substantial curse, such as a disfigurement or mental problem, which will require removal by an equivalent Blessing. The curser may attempt to specify the nature of the curse (make another roll against ML). Curses cannot, however, kill or be randomly directed. Critical Failure rebounds a serious curse on the curser.

DARKNESS

With Marginal Success the illumination is reduced by half for about five minutes over a radius of 20 yards. With Critical Success, total darkness prevails for the same range for up to ten minutes. The invoker is unaffected by successful attempts. Halve ML if attempted in full daylight. Critical Failure blinds the caller for five minutes.

DIVINATION

Obtains information from the servants of the deity, from other planes of existence, or directly from the mind of the deity. The cleric must enter a trance in a conducive environment for at least an hour (or ML is affected proportionately). Critical Success is needed to acquire knowledge hidden by magic or supernatural means. Critical Failure causes the cleric to be misled by the GM. The more specific the query, the greater the likelihood of success (yes/no questions are best). If the enquiry is more general, the effective ML should be reduced. No question may be asked more than once.

ENDURANCE

This Invocation temporarily increases the targets' Endurance. With Critical Success, the increase is four points and lasts for fifteen minutes. Marginal Success increases Endurance by two points for five minutes. Laying on of hands is normally required during a ritual lasting a minute.

EXORCISM

The removal of a possessing Aura (demon etc.) from a victim. The ceremony generally takes several hours and includes the laying on of hands. Exorcism also involves a battle of wills (see Disembodiment under Psi Talents) between the exorcist and the possessing spirit. Greater demons may require Critical Success to remove.

FATIGUE

An Invocation designed to drain energy. It takes about a minute to perform. Any single person in plain view and within 20 yards may be targeted. Critical Success inflicts 5d6 Fatigue points, Marginal Success, 3d6. Critical Failure inflicts 4d6 fatigue on the caller.

HALEA'S VOICE

An Invocation used only by the clerics/followers of Halea. Halea's voice is the voice of persuasion. It may be used to temporarily double Rhetoric or Oratory Skill ML (5 minutes) or even, with Critical Success, to lay a geas. Specific effects are left to GM discretion. If used against a single target, the EML is reduced by the victim's Will.

INVISIBILITY

This Invocation hides the cleric from observers; either marginal or critical invisibility may be achieved. This is not true invisibility since each potential observer may roll against half his Awareness (or 2 x Eyesight) to perceive the "invisible" cleric. If the observer's success level equals the degree of "invisibility" the observer has seen the target.

MUTATION

Causes the victim, who must be touched at the conclusion of the (ten minute) ritual, to gradually change in some way. With Marginal Success, the effect is minor (a lengthening of a finger, growth of extra hair, etc. With Critical Success the effect may be more major. The effect is always random, sometimes beneficial, often not.

PAIN

Inflicts a severe jolt of pain on the victim, who must be touched at the conclusion of a thirty second ritual. The effect is to cause the character to make a stun roll against his Endurance, 4d6 (MS) and 6d6 (CS). If the roll exceeds his Endurance, he falls unconscious for the number of minutes equal to the difference. Marginal Failure has no effect, although the intended victim may take exception to the attempt. Critical Failure inflicts a 3d6+10 stun roll on the caller.

PEACE

Creates a zone of "force" which makes all creatures within it disinclined to fight. Marginal Success, enables "victims" to avoid the effect by successfully rolling equal to or less than their Wills with percentile dice. The range of the effect is 50/100 yards with Marginal/Critical Success. Details left to GM. The ritual takes about a minute to perform.

PLEASURE

Causes a few brief moments of ecstacy in the target (usually one person). This is not fatiguing, but can be a distraction (it is used in orgies at the temple of Halea). With Critical Success the effect can be made to last up to a minute. The ritual takes only half a minute; laying on of hands (or something) is necessary.

PROTECTION

Creates a zone of exclusion which mortal creatures hostile to the Invocation worker are reluctant to enter. If the cleric achieves Marginal Success, enemies may enter by testing Will x 3. With Critical Success, enemies may attempt to enter by testing Will x 1. The maximum radius of the zone is 5/10 yards with Marginal/Critical Success. The ritual takes a minute to perform.

REGENERATION

Enhances a patient's regenerative powers. With Critical Success, bodily parts which do not normally regenerate may be made to do so. The ritual takes at least an hour to perform, and requires great concentration. Regenerative effects are usually slow in manifesting (nothing too dramatic/visible).

REVIVIFICATION

An Invocation to bring the dead back to life, although not to the prime of health. This is an extremely difficult ceremony which usually takes at least twelve hours, burns a great deal of incense and employs several jars of salves and holy water. A cleric can only make a single attempt on a cadaver. If Marginal Success is achieved, the victim revives if he can roll equal to or under his Endurance x 2 with percentile dice. With Critical Success the patient rolls against Endurance x 5. Wounds, diseases etc., which may have killed the victim, are only cured sufficiently to permit life, and the patient may still die from them; additional healing is probably advisable.

SEARING HAND

An Invocation of Agrik, the Searing Hand takes about ten seconds to perform; the effect lasts 10/20 seconds with MS/CS. With any success, the cleric's hand seems to immolate, and it is from here that the pyrotechnics originate. With Marginal Success, the cleric may inflict a burn of 3d6 injury points (minus armour/clothing protection) by touching with the hand. Critical Success allows the cleric to project the effect with (fireball) up to 20 yards; cleric may select Aiming Zone and use Missile Strike Location tables.

THE SHADOW

The Shadow of Bukrai, a particularly horrible Invocation performed only by followers of Morgath. The Shadow may be manifiested in varying degree. In general, the kind of Shadow summoned by clerics is a weaker variety, but it is indescriminate and even loyal followers of Morgath may be affected. Success with the Invocation causes a check against Will by everyone within range of the cleric (roll 3d6 with MS and 4d6 with CS). The range of the effect depends on the level of success (MS=5 yards, CS=15 yards). Those who fail the check will panic, and usually flee. Those who fail by more than three points will suffer one of the following fates: (1) Possession by the Shadow; such souls may be redeemed by exorcism, but remain undead "gulmorvrin" until they are; (2) Exile from the body, which is possessed by the Shadow - the dispossessed soul may be redeemed by magic/miraculous action if the Shadow is exorcised from the body; or (3) The victim may (voluntarily) yield to the Shadow, in effect becoming one of the "Amorvrin" or "free undead".

STEALTH

The ritual takes about a minute to perform. The target, who may be the cleric, must be touched. With MS/CS, the recipient has his Stealth Skill EML doubled/tripled with MS/CS for 5/15 minutes.

SUMMONING

Calls forth a denizen of the cleric's deity. A Morgathian might call the nearest Gulmorvrin, an Agrikian might get a V'hir, etc. The power and cooperativeness of the summoned creature will depend on the success level attained.

TONGUES

This Invocation allows the cleric to understand/speak any language for a period of 10/30 minutes with MS/CS. Critical Success also allows a development roll in the language skill involved. The ritual takes about two minutes to perform.

TRUTHSENSE

Allows the cleric to perceive when a person to whom he is speaking is telling a lie (ie. something he does not actually believe). Only with Critical Success are lies of omission detected. The effect lasts for 5/15 minutes with MS/CS. The ritual takes about a minute to perform.

WEAPON CHARM

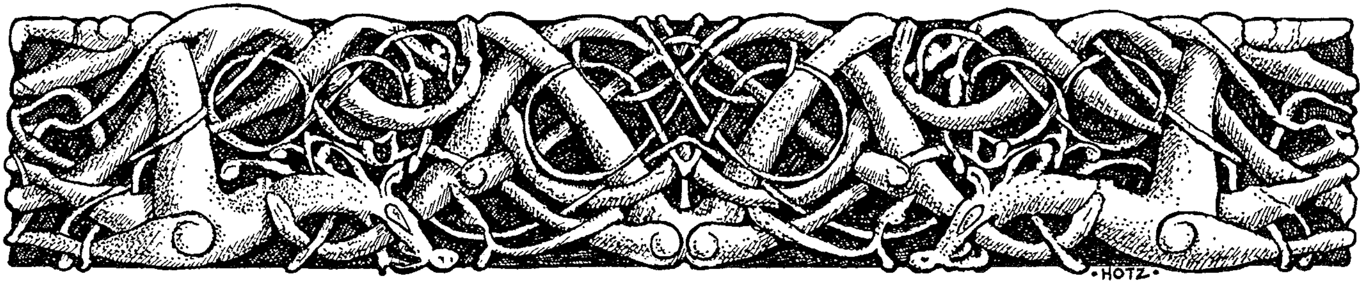
The cleric blesses a weapon so as to give it a temporary combat advantage. For the duration of the effect (5/10 minutes with MS/CS) the weapon behaves as if it were enchanted (immune to damage except against other enchanted/charmed equipment).

WITHERING

Causes a part of the body to age. With Marginal Success the effect is temporary and will wear off in about an hour. With Critical Success, the effect is permanent and can only be removed by some other Invocation/magic etc. The effect of withering will vary from one situation to another. The ritual takes about a minute to prepare and ends with the laying on of hand(s). The aging is 5/15 years with MS/CS.

WOODSCRAFT

An Invocation to temporarily enhance the cleric's woodcraft skills. The Invocation may, alternately, be performed on another person touched by the cleric. It takes about five minutes to perform and may, at the caller's option, be applied to Awareness, Foraging, Herblore, Survival, or Tracking. With Marginal Success the effect is to increase the Skill by 25% for 1 hour. With Critical Success the Skill is increased by 50% for 4 hours.



THE SHEK-PVAR

The precise origin of the Ancient and Esoteric Orders of the Shek-Pvar is lost in the prehistoric past, but it is almost certain that their understanding of the arcane arts is a legacy of the Earthmasters. Some believe that the first Shek-Pvar were Earthmasters left behind, but most think the first Shek-Pvar merely solved clues in the artifacts, architecture, and writings of the Ancients.

The Sindarin were practicioners of the hidden arts, even before they came to Kethira. They have always stressed the Fyvrian convocation, the magic of nature, to the expense of others. The few Khuzdul who have had the natural talent to become sorcerers have similarly tended to favour the Jmorvi convocation, the magic of artifice. All six convocations of the Shek-Pvar clearly predate the founding of Melderyn by at least a thousand years.

Most Shek-Pvar hold that the elements of Pvaric philosophy are things to be discovered, rather than invented. Individuals employed Pvaric principles long before the convocations were organized, and some still continue to practice hidden arts independently. Only the most chauvinistic sorcerer will claim his personal philosophy to be the only valid world view, but the set of beliefs known as Pvarism is the most widely ascribed to among Lythian arcane loremasters.

PVARIC PHILOSOPHY

Pvaric philosophy is essentially a way of perceiving Kelestia (the cosmic all) and its operation in terms of key "elemental" principles. The various schools of arcane lore place different stress on these principles. Nevertheless, nearly all organized mystic arts in Lythia are unified (to one degree or another) by a common belief in Pvaric principles.

To the Shek-Pvar, the six key principles are light, fire, artifice, earth, water and aura. These are only names. To view each item in the universe simply as being composed of varying proportions of these six "elements" would be simplistic; Pvarism is much more than this. When a Pvaric philosopher says "earth" he means far more than the dirt beneath his feet; he is referring to the underlying cyclical principles of growth and decay, of solidity and tenacity, and to the innumerable forces that involve life, growth and death. Pvarism also involves an innate, sub-intellectual identity with Kelestia, an ineluctable "feel" for the way of things. Although some of its component beliefs have to do with logic and physical laws, it is more a state of mind, a kind of enlightenment that must be embraced and experienced with every fibre of the being. One cannot ascribe to Pvarism simply by reading books and agreeing with their contents.

ETHEREAL POWER

The energy used to drive the spells of the Shek-Pvar is ethereal power wrested by a sorcerer, spell, or artifact from the fabric of Kelestia. The origins of this energy are obscure. One common theory suggests it is drawn from the First Gods, since the principles involved are analogues of those ambiguous entities.

However, the origin of magical power is of little more than academic interest. One who has learned to attune himself to the powers, may draw certain kinds of power into his Aura and, with practice and discipline can shape the energies to his will. Such are sorcerers.

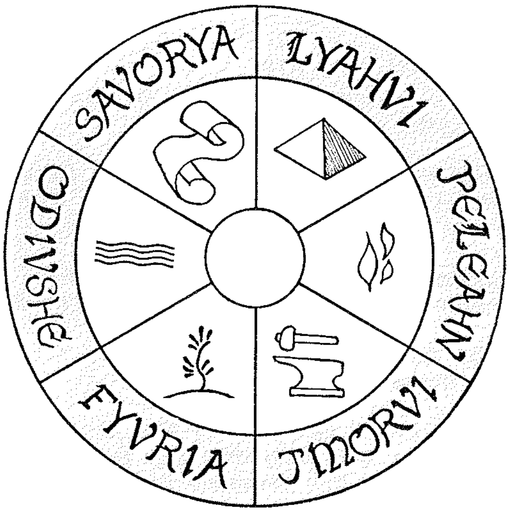
CONVOCATIONS

The Shek-Pvar is divided into six sub-orders called convocations. Each employs its own set of principles to achieve a unique brand of magic. There are thousands of different principles involved, but it is difficult for any individual to embrace or employ more than a narrow range of compatible principles to drive his spells because attunement to one range necessarily precludes others. A spellcaster who is attuned to fire, for example, finds water particularly abhorrent. Hence the principles are generally identified as being organized in accordance with the Wheel of the Shek-Pvar, and this arrangement is the origin of the convocations. The six convocations are:

Convocation	Hue	Element	Principle(s)
Lyahvi	Red	Air	Light/Illusion
Peleahn	Orange	Fire	Pyrotechnics
Jmorvi	Yellow	Metal	Artifice
Fyvria	Green	Earth	Life cycles
Odivshe	Blue	Water	Hydrotechnics
Savorya	Violet	Spirit	Knowledge/mind

The convocation to which a person belongs is his Primary Convocation. Those adjacent on the Wheel of the Shek-Pvar are Secondary Convocations. Two away are Tertiary Convocations and the convocation opposite is the Diametric.

WHEEL OF THE SHEK-PVAR



For example, if a sorcerer is a Savoryan, Lyahvi and Odivshe are his secondary convocations, Peleahn and Fyvria his tertiary convocations, and Jmorvi is his diametric convocation. The wheel of the Shek-Pvar is symbolic of the relationships between the convocations. For example, the colour assigned to any one convocation is in harmony with the colour of adjacent convocations, and reflects the (more complex) ways in which the convocational magics blend with each other at their "edges". The fact that the six are joined in a ring symbolizes the unity of Pvarism, that all things share an identity within Kelestia, and that the whole is greater than the sum of its parts.

A sorcerer is best able to learn spells of his own convocation, but can, with difficulty, learn those of his secondary convocations, and with great difficulty, those of his tertiary convocation. It is virtually impossible for most sorcerers to master spells of their diametric convocations. There are also neutral principles, the "hub" of the Wheel which sorcerers of any convocation may employ.

CODE OF ETHICS

There are good and evil members in every convocation, unified by a common belief in Pvarism. Permanent residents of a chantry tend to share similar codes of behaviour. Like most folk, they are more comfortable with people of their own kind. Personal differences must be left outside the gate. Any member who violates the Oath of Peace, and harms a fellow within the chantry is declared renegade, for the chantry is a sanctuary for all members of the convocation. Personal battles may be resolved in the outside world, but never within the "sacred" confines of the chantry.

There are pragmatic limits on the ways in which members of the Shek-Pvar may interfere in the affairs of the outside world. It would be relatively easy for an accomplished sorcerer to seize power in the human world. Fortunately the academic disipline involved in belonging to the Shek-Pvar, leaves little time or inclination for abuse. But if any member achieves too high a profile, or takes excessive advantage of his arts, some of the brotherhood will oppose him, either because they are ethically hostile, or because they believe the Shek-Pvar are threatened by too much visibility. Hence, the Shek-Pvar are self-policing. Anyone who exploits his art to manipulate society will inevitably be opposed.

THE SHEK-PVAR CODE

The Shek-Pvar have few rules, but the following laws are rigidly enforced:

1. *Bring Not The Scorn of The Kvikir [ordinary folk] Upon Thy Brothers, Nor Make With Thy Art A Place For Thyself Above Them.*

2. *Spread Not Thy Lore, Even Among Thy Brothers, Without The Sanction Of Thy Peers.*

3. *Keep Sacred And Free From Harm,*
   Thy House of Lore [chantry].

4. *Succor Not A Renegade Of The Art,*
   But Strike Him Down With Thy Power,
   Else Summon Thy Brothers To Thy Aid.

5. *Make Tithe To Thy House A Portion of Thyne Arcane Treasure To Thy Brothers Benefit.*

RENEGADES

Breaking any of the preceding rules will cause a sorcerer to automatically be declared renegade. In addition, anyone who (in the opinion of six or more masters) opposes the interests or endangers the survival of the Shek-Pvar or of a convocation, may be declared renegade. A renegade loses his membership and it is the duty of all Shek-Pvar to oppose him. No one is expected to commit suicide; if one encounters a renegade against whom one could not possibly prevail, it is enough to quickly report the encounter to the nearest chantry.

CHANTRIES

Each convocation has its own chantries. These are places of learning where members may study, learn, and practice. When they remember (or are politely reminded) donations to support their chantries will be made, but there are no regular dues. The chantry is administered by a seneschal and a serving staff. The seneschal is usually a Shenava of minimal accomplishments. The staff is generally comprised of apprentices, those who wish to be apprentices, and a few ordinary servants who lack the superstitious fear to avoid the place. Most chantries have an assortment of transient and permanent residents.

THE MAVARI

Any full Master may adopt Mavari (apprentices) into his convocation. This involves the taking of an oath to obey the convocation's laws, conserve its secrets, and to enrich it. The Mavari swears to serve and obey his master. The master agrees only to teach his apprentice as much as, "he deserves to learn". This wording, which is individually interpreted by each master, often results in long apprenticeships.

A Mavari performs menial tasks, assists with research, runs errands, and so on. Most of what the apprentice learns is from watching and listening to the master or by reading the master's tomes. Many masters are niggardly with their instruction, and often deny access to their most valuable written works. If he is diligent and lucky, shows promise, and his master becomes favourably disposed towards him, the Mavari will learn some spells. Some Mavari lose their masters or are taken into a convocation without being given a particular master; they serve whatever resident masters need help, and learn what they can. The agreement between master and student is an individual one.

SATIA-MAVARI

One of the few universal rules of apprenticeship is that when an apprentice reaches a certain level of competence, he must leave his master and/or chantry and go out into the world as a "Satia-Mavari", a rank between apprentice and journeyman. It is hoped that the Satia-Mavari will test and refine his art. He is also expected to gather some treasures for the chantry, items of value to aid in its upkeep, or items of esoteric interest to aid its members' studies. If the Satia-Mavari fails to return, so be it... the custom is also intended to weed out the weak and incompetent. If the Satia-Mavari survives in the outside world for a year and a day, and fulfils his obligation to enrich his chantry, he may call himself a Shenava.

SHENAVA

A Shenava (journeyman) is an independent sorcerer. He may travel, or reside in a chantry (paying reasonable rent). He may seek instruction from masters or other Shenava, but, in general, he develops his art by his own efforts. This is a "divergent" stage in the evolution of a Shek-Pvar, designed to create diversity in the higher echelons.

VIRANA

Only the most accomplished Shenava achieve the rank of Viran (master). The only way to become a master is by earning the respect and recognition of other Virana. From time to time, a Shenava's achievements will come to the attention of a master. If the Viran is impressed, he will circulate a "Petition of Excellence" among his peers. This document praises the Shenava and suggests that he be elevated to the rank of Viran. If a total of six Virana sign the petition, the Shenava is summoned to a convenient chantry and presented with the document in a solemn, but simple ceremony. Copies are filed at all chantries in the region, and the new Viran keeps the original as proof of his status. Some masters will inform a Shenava that he is the subject of a Petition of Excellence, others will not. Shenava, aware that a Petition is circulating, have been known to help Virana make up their minds by becoming somewhat demonstrative. Left to itself, a petition can circulate for years before enough masters are suitably impressed. Sometimes the Shenava dies while the Petition is still circulating. On the other hand, some masters will sign on the advice of a respected colleague, without ever having heard of the Shenava in question.

Masters may reside in a chantry without paying rent (although most do), may create/train Mavari, may (within reason) remove artifacts and writings from the chantry for study, and are accorded great respect by those aware of their status. Most could obtain employment at high wages, although few would stoop so low. Most who achieve the lofty rank of Viran have learned how little they really know and spend their time further perfecting their art to the exclusion of all else. Mastery seems to preclude interest in mundane affairs and promotes a mystical lifestyle centered on sorcery for its own sake.

JOINING THE SHEK-PVAR

Anyone who learns the location of a chantry may apply to its masters for apprenticeship. Alternately, one may apply to an individual wandering master to become his personal Mavari. Since membership in a convocation requires attunement to its elemental principles, no one can possibly belong to more than one. When an apprentice joins a convocation, he is a member for life, or until he is declared renegade, in which case the balance of his life may be short and exceedingly unpleasant.

Three factors are of primary importance in determining whether a candidate will be accepted into a convocation of the Shek-Pvar. They are: (1) Aura; (2) Sunsign; and (3) Family Connections.

AURA

It is very difficult for a character with a low Aura to succeed as a sorcerer. Those with high Auras may be accepted off the street if they show intelligence and have a favourable Sunsign.

SUNSIGN

Sunsign has no effect on whether a character will become a Shek-Pvar. The stars will be favourable for at least one of the six convocations. Problems arise only when a character selects a convocation for which he is ill-starred, but even this can be overcome by hard work and a sufficiently high Aura.

FAMILY CONNECTIONS

The son or daughter of a Shek-Pvar will usually be given at least a probationary apprenticeship, if his Aura is not unreasonably low. If such a person's Sunsign is inappropriate to the parent's convocation, it may be possible to apprentice in another convocation.

CHARACTER GENERATION AND SORCERY

When a PC indicates an interest in sorcery as a career, the GM will assess his chance of entering the Shek-Pvar based on Family, Aura and Sunsign. A player who really wants to play a sorcerer, but is thwarted by poor connections, low Aura, or unfavourable stars, may express disappointment, but it may not be in his interest to pursue a vocation for which he is unsuited. In the final analysis, it is the wit of the sorcerer that counts. Not even his ability to cast spells is as important as knowing when to make magic and when to refrain from action. Sorcery is much like any other set of skills. Powerful magic is no subsititute for good roleplaying.

INTIAL STATUS AND CAPABILITIES

A PC who enters the Shek-Pvar during the pregame should begin play as a new Satia-Mavari, and will embark on his year and a day sabbatical in accordance with the customs of the Shek-Pvar.

Each spell is an individual skill. A Satia-Mavari has "Option Points" equal to the sum of his Intelligence and Aura. These are expended to open spells. A spell of complexity level I, costs 1 option point to open to an OML of SB2. It also costs 1 option point to improve it by SB. For level II spells, the costs are doubled, for level III spells tripled, and so on.

> Example: A Satia-Mavari whose Intelligence is 11 and Aura is 13 has 24 option points. He could open: 2 level I spells to SB4 (6 OPs); 2 level III spells to SB3 (12 OPs); and 1 level IV spell to SB3 (12 OPs).

GMs may allow Shek-Pvar PCs to open selected skills. These cost 3 option points to open to OML+SB and cannot be improved during pregame. Skills should be appropriate; most Shek-Pvar will learn a script and some may learn herblore or alchemy, but few learn carpentry.

All initial spells must be neutral or chosen from the character's own convocation. Additional spells, including those of other convocations, may be added in the course of play.

Satia-Mavari usually begin their sabbatical with little of material value. Apprentices are unpaid and, therefore, have nothing to save. Some might have possessions they owned before beginning apprenticeship, but most will have bargained away such trifles for knowledge and to meet basic needs. The chantry/master will probably give a week's food and a waterskin, clothes, and perhaps a dagger and 12-36 pence.

BECOMING A SHENAVA

No Satia-Mavari may become a Shenava in less than 361 days; most take longer. The character must also have invented at least three new spells, and brought at least three reasonably valuable artifacts to his chantry. PCs who wish to become Shenava had best get busy.

SKILL BASE FOR SPELLS

Each spell is treated as an individual skill with its own Skill Base, Development Rolls, and Mastery Level. The SB for any spell is equal to Aura + Aura + Intelligence, divided by three, and modified as follows:

-	Convocational Modifier
+/-	Astrological Modifier
-	Spell Complexity Level

If SB is less than one, there is no chance of learning the spell.

CONVOCATIONAL MODIFIER

Spells of the sorcerer's primary, secondary, tertiary, and diametric convocations are progressively harder to master.

Primary Convocation	+0
Secondary Convocation	-4
Neutral	-6
Tertiary Convocation	-8
Diametric Convocation	-12

ASTROLOGICAL MODIFIER

The astrological modifier is determined by comparing the sunsign of the sorcerer with the convocation of the spell. There is no astrological modifier for Neutral spells.

SORCERER'S SUNSIGN	CONVOCATION OF SPELL					
	LYH	PEL	JMO	FYV	ODV	SAV
Ulandus	-3	-1	+0	+3	+0	-1
Aralius	-2	+0	+2	+2	+0	-2
Feneri	-1	+0	+3	+0	-1	-3
Ahnu	+0	+2	+2	+0	-2	-2
Angberelius	+0	+3	+0	-2	-3	-2
Nadai	+2	+2	+0	-2	-2	+0
Hirin	+3	+0	-2	-3	-2	+0
Tarael	+2	+0	-2	-2	+0	+2
Tai	+0	-2	-3	-2	+0	+3
Skorus	+0	-2	-2	+0	+2	+2
Masara	-2	-3	-2	+0	+3	+0
Lado	-2	-2	+0	+2	+2	+0

If a character is born on a cusp (the first two, and last two days of a sunsign) he may use whichever of his two signs is most advantageous.

SPELL COMPLEXITY MODIFIER

The final adjustment to the Spell's SB is to subtract its complexity level. That is, subtract four (4) for a level IV spell.

LEARNING SPELLS

Once a sorcerer begins play, he can learn spells from written works, teachers, or develop them by original research. The attempt to learn a spell is basically a 1d100 roll against a multiple of the spell SB known as the Target Level (TL).

TIME & RESOURCES

In order to learn or develop a spell, the sorcerer must have the necessary facilities and a good environment in which to work. He must also invest some time which varies according to the method of learning the spell, and the spell's complexity level.

METHOD	TIME	TL
Teacher	4 hours/level	SB3
Written Work	8 hours/level	SB2
Original Research	12 hours/level	SB4
Instant Development	n/a	SB1

Once the character has expended the necessary time to learn the spell, he rolls against the TL as if it were an EML. Example: if the SB for a spell is 12, the character rolls against a TL of 12 for Instant Development, 24 for Written Work, 36 for Teacher, or 48 for Original Research. Interpret roll as follows:

CS: Open spell to SB5	MF: Fail to open spell
MS: Open spell to SB3	CF: Fail/Misfire

A character who fails to learn a spell may try again, as often as he likes, after expending the SAME time to learn for each attempt. Note: critical failure when learning a spell may cause a Misfire, or have other effects as described. The roll to learn a spell accumulates the same fatigue as for casting it.

Note: It may seem that the time required to learn a spell is quite short. This is not actually the case. Several attempts may be necessary to learn a spell, and in any event, a spell is not really "mastered" until the sorcerer achieves a reasonably high ML. Each attempt to cast the spell (until ML equals SB+100) is actually a continuation of the learning process.

TEACHERS

Shek-Pvar are able to teach spells in which they have achieved an ML of 81 or more. If the student and teacher are of different convocations, special dispensation must be purchased from the teacher's chantry (at least three masters of the teacher's convocation must approve). The price depends on the value/complexity of the spell, and usually consists of an artifact or written work with affinity for the teacher's convocation. The teacher will probably also want something for himself. CF when learning from a teacher precludes any further attempts to learn that particular spell from that teacher.

WRITTEN WORKS

Sorcerers often write spells down. If a character obtains such writings, and is able to read the language and script involved, he may attempt to learn the spell(s) contained. Most spells fit on a single scroll, although much is assumed to be known by the reader and the instructions will be unintelligible to laymen. If CF is rolled on an attempt to learn from a written work, the work is destroyed.

Many found works are old and in poor condition, and some sorcerers leave out important steps or give misleading information to prevent strangers from stealing their spells. This amounts to a booby trap. See "Treasure" [**]. For random generation of written spells. If a rigged scroll is generated, the GM should roll again to determine the apparent condition. Hence, a rigged scroll in good condition would have a learning modifier of -15. When a character examines a rigged spell, roll 4d6; if the roll exceeds his Aura, he fails to detect the problem, and any failure to learn the spell results in a misfire (MF=CF).

ORIGINAL RESEARCH

Most sorcerers consider it a matter of pride that they invent their own spells, and are reluctant to copy the ideas of others. The spells we describe are intended only as a cross-section of the possibilities. The main stress for players whose characters profess to be sorcerers should be original research. While research and development has the greatest appeal for purists, it is also a rather time-consuming process. A sorcerer can only invent spells of his own convocation. The basic procedure is as follows:

SPELL APPRAISAL

The sorcerer draws up a spell description using the same format as the spells provided, and submits it to the GM. The GM decides whether the spell's operating principles are those of the sorcerer's convocation, and approves or rejects the spell at his discretion. The GM may, if he wishes, suggest ways to make the spell acceptable. The GM may also adjust the wording/effects as necessary to make the spell compatible with the overall system. The GM then assigns a Complexity Level to the spell. Once the description is completed, the spell SB is computed, and the sorcerer decides whether to make the learning attempt. If he does, the necessary time to learn is invested and he then rolls against a TL of SB4.

COMPOUND MAGIC

There are actually two ways to get the most out of magic. One is the development of new spells, the other is the judicious combination of existing spells into powerful compound magicks. Most of the spells we describe are relatively simple. They require small amounts of energy to produce relatively minor effects. Most greater spells are compounded from simpler spells, rather than being complex in their own right. The easiest way to create a complex effect is by putting several simple spells together, often a combination of neutral and convocational spells which are already known. Most Shek-Pvar take pride in subtlety not power, in spells that achieve worthwhile effects with the absolute minimum of force or effort. Sorcerers should never be blind to the fact that wit and leverage can be more effective than sheer power.

NEW SPELLS

Because our object is to stress original research over "rote magic", we have included a limited number of spells in this publication. The following are suggestions for invention of new spells.

LYAHVI

The potential of optical effects and illusion is huge. Specific illusions would generally be more effective and believable than the general spells we have included. Lyahvi sorcerers might be able to summon Asiri or air elementals. There are also some communications possibilities here.

PELEAHN

There are several other spells which could employ Peleahn principles of fire and action. More powerful immolation spells to cause spontaneous combustion in various kinds of object, a spell to summon/control fire elementals or salamanders, spell(s) to stimulate volcanic forces, and a Speed spell to increase a subject's metabolic activity level, are among the options.

JMORVI

Jmorvi spells tend to work slowly. A spell to cause metal to shatter on command is reasonable, as is the notion of tempering metalic artifacts to make them tougher.

FYVRIA

Fyvrian Shek-Pvar have submitted various Petrification spells, a few have been allowed. Another Fyvrian option involves the slowing to near stand still of metabolic processes and might be called Suspension. Fyvrians might also develop spells involving earth elementals and additional healing spells.

ODIVSHE

We have seen a few Hydrotechnics spells to induce or inhibit the development of waves and other movement in water. The Odivshe can also develop power with Elmithri or water elementals.

SAVORYA

Good ideas for new Savoryan spells can be obtained from psionic talents, although some talents fall more within other convocations.

GENERAL OPTIONS

Sorcerers of any convocation may enchant artifacts, bestow EGO, and/or install special powers. A Fyvrian could invest special powers in wooden items, an Odivshe could create several varieties of enchanted water, and so on. The possibility also exists for several Shek-Pvar of different convocations to work together to produce multi-convocational artifacts or effects

In the majority of cases, if a sorcerer sees a spell of another convocation that he really likes, it is usually possible for him to achieve similar effects with a spell of his own.

Neutral spells tend to be the most useful, and the GM may expand the list. Player Characters, however, are unlikely to attain the "rank" of gray sorcerer quickly, so they will not be creating neutral spells for a while.

There is not much provided in the way of defensive magic. What there is tends to be neutral and, therefore, for the novice at least, hard to master. Nemesis spells/combinations to create charms against diametric magic, Energy Traps to interfere with diametric sorcerers, are some more possibilities.

INSTANT DEVELOPMENT

Instant development is a dangerous expedient generally reserved for emergency situations, where the sorcerer needs a new spell in a hurry and is willing to forgo the usual preparatory work. In most cases instant development takes about thirty minutes, although acomplished masters have been known to invent simple spells in a matter of seconds, and to get themselves killed just as quickly.

IMPROVING SPELL MLs

Spell Development rolls are earned ONLY by casting spells, with the necessary risk this entails. One development roll may be made for each attempt at casting, succeed or fail. Monthly development rolls may NEVER be used to improve spell MLs.

CASTING SPELLS

The forces used to drive spells are infinite, but sorcerers must expend their own energy to control them. Consequently, each spell inflicts some fatigue on the sorcerer. The greater the force being manipulated, the more difficult its control, and the higher the fatigue accumulated. Complex or powerful spells can be extremely tiring, especially when strung together. The following routine is used to cast a spell:

[1] DECLARATION

The character informs the GM of his intent to cast a spell he knows, expends the necessary time to cast, and meets any other requirements.

[2] SPELL EML

Injury and fatigue, however acquired, have an adverse effect on spell casting. Reduce EML by the character's current fatigue and/or injury points. EML is further reduced by the GM if he believes that the optimal requirements for casting are not being met, or the situation is unfavourable. As is the case with all other skills, EML can never exceed 95, and may not be less than 05 unless the GM deems the circumstances to be impossible for spellcasting.

[3] SUCCESS ROLL

Once the caster's EML is determined, a normal skill roll is made to determine success level. The GM should make the success roll if he feels the success level might not be apparent to the spellcaster. This means that the GM will nearly always make the roll.

[4] FATIGUE ACCUMULATION

A sorcerer accumulates fatigue each time he attempts to cast a spell. Each spell description includes the FP expended to cast the spell; this number is reduced by the caster's index for that spell. Hence, the higher the caster's SI, the less fatigue he normally accumulates. If CS occurs, the normal fatigue accumulation (basic allowance less SI) is halved. If CF (misfire) occurs, normal fatigue accumulation will be increased dramatically. Once success level is determined the GM informs the caster of his fatigue accumulation. If the casting fails (MF/CF) an exhaustion check is also necessary.

[5] EFFECTS

The effects of most spells vary according to the success level obtained and are generally read from the spell description. Standard results occur with marginal success; particularly good results may occur with Critical Success.

EXHAUSTION

Any failure (MF/CF) when casting a spell requires a SHOCK roll against Endurance:

MF: E1 Shock Roll
CF: E3 Shock Roll

If the roll exceeds Endurance, the caster is unconscious. See Combat [8] for details. The fatigue points received for the current failure are added to total fatigue BEFORE making the shock roll.

FATIGUE RECOVERY

Fatigue points accumulated by spellcasting are removed in the normal way, by resting. For each minute of rest, a character will eliminate fatigue points equal to one sixth his Endurance. A good night's sleep will generally eliminate all fatigue.

MISFIRES [Critical Failure]

If a spell-casting attempt results in Critical Failure a misfire has occured. There are various kinds of misfire. Each spell tends to misfire in a unique variety of ways. Violent spells have a habit of misfiring violently, while the misfire of a passive spell may be negligible. Devising the specific details of a misfire is best left to GM discretion. The following are some general types of misfire that could occur. Percentile generation numbers are given in case the GM wishes to randomize:

01-35	ENERGY DISSIPATION The sorcerer loses control of his energy flow. Double fatigue accumulation.
36-50	ENERGY OVERFLOW The sorcerer draws more energy than he can handle. Triple the basic fatigue accumulation.
51-75	DISTORTION The spell has worked, but not in the manner intended. Perhaps the location or direction of the effects are changed, perhaps the effects are more or less powerful than intended. The degree of distortion may be randomly determined by the GM. Fatigue as for MS/MF.
76-90	MINOR MISFIRE The spell has misfired, but the sorcerer has managed to dissipate most of the disaster. The spell will be increased or reduced in power (perhaps 50%) and the timing is probably off. Double the basic fatigue accumulation.
91-00	GROSS MISFIRE The spell has run wild in the worst imaginable way. Triple the basic fatigue accumulation. Other effects will depend on the nature of the spell. If the sorcerer was, for example, attempting to cast a Fireball, it may have exploded in his hand.

GRAY MAGIC

Gray (sometimes styled black or white) sorcerers are masters who by virtue of vast expertise are able to transcend the convocations and work all principles with near equal ability. They are rare. Characters may opt to become Gray sorcerers if they meet BOTH of the following criteria.

[1] Know spells in all six convocations whose minimum ML is 31.

[2] Know at least 12 spells at ML 81+.

GRAY POWER

A gray shek-pvar retains only nominal membership in his convocation. For the purpose of casting/inventing spells, he has no convocation and treats all spells as neutral. When he converts, the gray sorcerer must recalculate his SB for all spells as if they were neutral spells; some will decrease, some will increase. Current MLs are NOT affected by the change, but future development rolls will use the new SBs. Gray sorcerers have two principal advantages:

[1] They are able to INVENT neutral spells. All sorcerers can cast neutral spells, but only gray sorcerers can invent them.

[2] They are able to INVENT/CAST compound spells of mixed convocation, combining any neutral or convocation principles into the same spell. Only grey sorcerers can invent or cast such spells.

SPELL DESCRIPTIONS

All spells belong to one of the six convocations or are neutral. Common spells are NOT neutral; they are spells for which a version exists in each convocation. The GM may photocopy and give to each Shek-Pvar the appropriate sections. Hence, a Jmorvi Shek-Pvar would be given copies of Neutral, Common and Jmorvi spells. Spells added to the system should be on separate pages according to convocation.

[1] NAME

The spell's name is a matter of personal taste, but for ease of reference no two should be given the same name. Many spells are named for their inventors.

[2] CONVOCATION & COMPLEXITY

All spells have a complexity level rated from 1-5. This is the number in square brackets following the spell name. The complexity level of a spell is a measure of how hard it is to learn. Level one contains the simplest, least dangerous spells. Invented spells may exceed level 5.

[3] DESCRIPTION

A guide to what will happen if the spell is successfully cast. These effects may be varied within reasonable limits by the sorcerer or GM, and are often enhanced by Critical Success (CS) or distorted by Critical Failure. The description also lists any special requirements for casting.

[4] BONUS EFFECTS

As the sorcerer's ML increases, he may be able to obtain additional effects (at will) from the spell. These effects are optional at time of casting.

[5] FATIGUE

The basic cost in Fatigue Points to cast the spell, expressed as a number minus the skill index of the caster for that spell. For some spells, fatigue can also vary according to the extent of effect(s) desired.

[6] TIME

This is the amount of gametime needed to cast the spell, the period that will elapse before the effect(s) will begin. Time to cast may be given in seconds, minutes, or hours, and is often reduced by the index of the caster. All spells may be rushed (maximum reduction of 50% time), but the EML to cast is reduced by the same percentage. Example: a caster with ML 80 wishes to cast a spell in 70% the normal time; his EML would be reduced by 30% of 80 (24) so his EML to cast the spell would be 56.

[7] RANGE

This is the maximum distance between the caster and the object/effect(s) of the spell. Some spells require that the caster touch the object of the spell; some are expressed as a formula. For example, if a range is noted as "index yards", a caster with ML 54 (index 5) would have a range of 5 yards. A range of "Touch (ML41+ index yards)" means that until the caster achieves ML 41, he must touch the object of the spell; thereafter, his range is his index in yards. Range may also vary according to Success Level.

[8] DURATION

The length of time that the spell's effects will normally last. In general, the duration of spells may be temporary, indefinite, or permanent:

Temporary

The enchantment/effect(s) will last for a fixed (given) period, and then dissipate of their own accord. Most spells are temporary in nature and the "duration" given is the time that they will last. The caster usually has the option to cast a spell for less time than this, or to increase the duration with a "maintain" spell. Some spells have no duration; their effect(s) are concurrent with time to cast or have infinitesimal duration.

Indefinate

The enchantment will remain attached to its object until dispelled; this will not necessarily destroy the object itself.

Permanent

The enchantment will remain until the object to which it is affixed is destroyed.

NEUTRAL SPELLS

These are spells which belong to no convocation and may be equally well learned/used by sorcerers of any convocation. They include spells to abort, lengthen, protect or enhance other spells.

TONGUE OF PVARA [Neutral/I]

A spell that enables Shek-Pvar to understand each other when they lack a common language. This is not true telepathy, and is not subject to psionic interference.

BONUS EFFECTS

ML86+ The spell will allow the caster to communicate with any intelligent lifeform.

FATIGUE: 12-index
TIME: 20-index seconds.
RANGE: n/a
DURATION: ML x 1 minute.

VEIL OF NASHAL [Neutral/I]

A spell to protect the caster from enchantment. The effect is to reduce the ML of any spell directed specifically at the caster by 10. The veil works against only one spell and then dissipates. Veil cannot tell the difference between friendly and hostile enchantment. Multiple veils may be cast on the same object, but they will work one at a time, on consecutive spells, not cumulatively against the same spell.

BONUS EFFECTS

ML51+ The veil may be cast on another person/creature touched by the caster.

ML86+ The veil may be cast on inanimate objects.

FATIGUE: 12-index
TIME: 30-index seconds.
RANGE: Touch
DURATION: MS:MLx1 min./CS:MLx5 mins.

DISPELL [Neutral/II]

A spell to remove a temporary or indefinite enchantment. Dispell will never remove spells of permanent enchantment, and will not counter a spell that is currently being cast, only existing magic or effects. To counter a spell currently being cast, see Well of Anasiron (p.9). The fatigue cost to dispell is equal to five times the complexity level of the original spell minus caster index. Critical Failure may cause both spells to misfire. With the basic spell, the sorcerer must be aware of the nature of the spell being dispelled, and cannot remove enchantments of indefinite duration.

BONUS EFFECTS

ML41+ An enchantment whose exact nature is unknown may be dispelled.

ML71+ Spells of Indefinite duration may be dispelled.

FATIGUE: See above.
TIME: 15-index minutes.
RANGE: 1 foot x index.
DURATION: n/a

MAINTAIN [Neutral/II]

A spell to extend the duration of a successfully cast spell, by expending additional Fatigue Points. Only spells which have a Duration (whose effects are lasting) may be extended. The basic spell allows the caster to extend his own spell only at the time of casting (immediately after casting the spell, he casts a Maintain). The spell is extended by its original duration with MS and double this with CS.

BONUS EFFECTS

ML26+ Spells may be maintained at any time while their effects are still in force.

ML31+ Maintenance of one's own spells may be automatic at time of casting (without making an additional success roll) simply by expending the necessary additional Fatigue Points.

ML36+ Spells (currently in force) cast by other sorcerers may be maintained, provided the caster knows a reasonably similar spell himself.

ML61+ The caster may maintain any active spell of his own convocation.

ML91+ Any active spell may be maintained.

FATIGUE: 50% of original spell.
TIME: 35-index seconds.
RANGE: As for original spell.
DURATION: (See Above)

ENERGY POOL [Neutral/III]

A spell to equalize the cumulative fatigue of two or more willing participants. The sorcerer, and up to six other participants, link hands and the sorcerer utters a short chant. The effect of the spell is to reset the accumulated fatigue of all participants at the average for the group. For example, if there were three participants (including the caster) with current fatigue of 29, 74 and 30, on completion of the spell, each would have fatigue of 44. If the caster achieves CS, his new fatigue total (only) is subsequently halved (in the given example, the other two participants would have fatigue of 44, while the caster's would be reduced to 22.

BONUS EFFECTS

ML61+ The spell may be used to create an energy bond for the purpose of casting another spell. The participants link, by means of Energy Pool, then the caster attempts another spell, the fatigue cost of which is drawn equally from the participants. This is a way to protect sorcerers from exhaustion when casting high-fatigue spells. There are practical limits as to how long an energy bond may be maintained.

ML76+ Sorcerer may equalize fatigue with unwilling participant(s); physical contact is still required (at least at the culmination of the spell). Spells may not be cast, however, while linked with an unwilling participant.

FATIGUE: 16-index
TIME: 1 minute.
RANGE: Touch.
DURATION: Until touch is broken.

WELL OF ANASIRON [Neutral/III]

A spell to dissipate the energies of a spell being cast by another sorcerer, causing it to vanish. A sorcerer who notices another sorcerer casting a spell, may attempt Well of Anasiron in defence. Below ML41, however, the caster must know the spell being cast (or something reasonably similar).

If the time to cast of the "Well" is greater than that of its target spell, the Well can have no effect (except, possibly, to misfire). If Well is successful, the success levels of both spells are compared. If the Well is cast with greater success than the target spell, the success level of the target spell is reduced by one; MF becomes CF, MS becomes MF (CF remains CF). If the target spell and the Well are cast with equal success, the effect(s) of the target spell are halved (note that this may render the target spell effectively useless - which is, of course, the whole idea). If the target spell misfires in conjunction with a successful Well, the result will always be energy loss, never a violent misfire. If the target spell is more successful than the Well, it is unaffected.

Note that at lower ML, this spell is of limited use, since it is only valid against opposing spells that take at least five seconds longer to cast. In addition it may not be used to counter spells that have already been cast. See Dispell above. It may, however, be stored and summoned instantly.

BONUS EFFECTS

ML41+ May be attempted against spells unknown to the caster with an ML penalty of 10.

ML91+ May be attempted against spells unknown to the caster without any ML penalty.

FATIGUE:	16-index
TIME:	12-index seconds (minimum 1).
RANGE:	1 yard x index.
DURATION:	n/a

SULD'S WARD [Neutral/III]

This protects other spells from being dispelled. Only indefinite spells may be protected. It reduces the EML of anyone attempting to dispell the protected spell. Suld's Ward may not itself be dispelled. The reduction is determined by the level of success achieved: CS=3 x index; MS=index. Only one Suld's Ward may be cast on a given spell. With the basic spell, only the caster's own spells may be protected.

BONUS EFFECTS

ML41+ Caster may protect any active spell which he is capable of casting himself.

ML61+ Caster may protect any spell of his own convocation whether or not he knows it himself.

ML71+ Caster may protect any active spell.

ML91+ Up to three "Wards" may be cast on the same spell. They will work cumulatively on the same dispell attempt.

FATIGUE:	16-index
TIME:	20-index minutes.
RANGE:	Touch (as applicable).
DURATION:	n/a

ENHANCEMENT [Neutral/IV]

A spell to increase the EML of another spell. The sorcerer must announce his intent to enhance a spell before it is cast and must cast Enhancement first. The effect of enhancement depends on the success level achieved. CS adds 20 points to the target spell's EML. MS adds 10 points. MF has no effect and CF subtracts 20 points. Note that although the enhancement spell is rolled before the target spell, they take place simultaneously. Sorcerer cannot abort spells because they Critically Fail enhancement rolls. The fatigue and time to cast for enhancement is equal to that of the spell being enhanced. In effect, enhancing a spell doubles the time and fatigue cost. The enhance spell may not itself be enhanced, stored nor maintained; its duration is as for the spell being enhanced. Note that Enhancement can only be cast in conjunction with another spell and cannot, itself, be stored.

BONUS EFFECTS (none)

FATIGUE:	See above
TIME:	See above
RANGE:	n/a
DURATION:	n/a

STORE [Neutral/IV]

A spell to install a spell in an enchanted artifact, such as the caster's focus, for instant recall. The object in which the spell is to be stored must be suitable for the spell; a Savoryan spell may be stored in a scroll or tarot card, for example. Sorcerers may only store spells of their own convocation with the basic Store spell. The basic spell allows only one spell to be stored in an object. The sorcerer informs the GM (who must exercise careful judgement) of his intent to store a spell in an object. The caster must commit to both spells before casting either. The Store spell is cast first. If the Store was unsuccessful, the storee will probably go off or misfire when cast.

A stored spell will begin to work when a designated command is voiced by a person touching the artifact. Anyone who knows the command word/phrase may call forth the spell at ML90 if the spell is known, at ML75 otherwise. Sorcerers will still have difficulty casting spells of their diametric (-20) or tertiary (-10) convocations.

BONUS EFFECTS

ML61+ Touch no longer required to call the stored spell: The spell may be called forth in line of sight within Will x 10 yards. Depending on the type of stored spell, it may be necessary to be closer than this to exercise proper control.

ML76+ Multiple (identical) spells may stored in the same object. The number that may be stored is (Store) index x 1.

ML86+ Any spell known by the sorcerer may be stored, but the object must still be appropriate to the spell. That is, a Peleahn spell must still be stored in an object of the same materials as a Peleahn focus.

FATIGUE:	18-index
TIME:	5 minutes.
RANGE:	Touch (to store).
DURATION:	Indefininte/until used.

MASK OF SHINJUR [Neutral/V]

A shapechanging spell used to change the form of a living creature. The basic spell can only alter facial features; below ML41, the effect may flicker unless CS is achieved. Below ML61, the caster can only work the spell on himself. Below ML96, the caster requires a picture, sculpture, etc., of the target form.

This spell is difficult to store. One viable method is to store it in the skin of a target animal or creature; a person who dons the skin (skinchanger) will assume the form involved in about ten minutes.

BONUS EFFECTS

ML56+ The spell may be cast on any willing subject touched by the caster.

ML71+ Full body transformations may be achieved. Body mass must be preserved within about 10%.

ML86+ The subject's body mass need only be preserved within 50%.

ML91+ The caster no longer requires an example of the target form, and may conjure appearance from memory or immagination.

ML96+ The spell may be cast on unwilling subjects. However, their ability to resist the spell is significant. If the caster achieves MS, the subject may roll (1d100) against Willx4 to avoid transformation; with CS, against Willx1.

FATIGUE:	20-index
TIME:	15-index mins (transformation).
RANGE:	Touch (as applicable)
DURATION:	MS:1 hour x index/CS:Indefininte.

GATE OF KEMDAL [Neutral/V]

Creates an interdimensional portal in the form of a hazy elipse behind the caster. It will be 3-8 feet tall, 2-5 feet wide, and will hover a foot off the ground. It will be visible from only the side facing the caster (front). The caster visualizes and designates a specific destination for the gate, but rarely will the gate lead directly to the visualized destination; the spell "calculates" a route to its destination consisting of 3-6 stops (MS) or 1-3 stops (CS). At each stop, the caster uses the same visualization to create a new gate by a new casting, and in this way progresses step by step along the path. The route usually passes through at least two worlds and rarely gives access to another location on the same world. The spell does not make the caster automatically aware of the route to be taken. The spell can create a series of adventures that may take longer than walking...

Once created, the gate's destination is immutable, and can be determined only by passing through, or with a divination attempt which achieves CS. Anyone may pass through the gate while it exists. The spell MAY transform lifeforms who use it to make them viable in a hostile environment (50% chance with MS; 100% with CS). With CF, the gate is still generated, although the destination will be random, creating a route at least 1d3 stops longer. CF does not normally cause misfire; this adds a degree of mystery and a risk for anyone using the gate...

BONUS EFFECTS (none)

FATIGUE:	20-index
TIME:	50-index seconds.
RANGE:	n/a
DURATION:	ML x 1 second (max).

COMMON SPELLS

There are six distinct versions of each common spell. A sorcerer may only learn the version of his own convocation.

FOCUS [Common/II]

The enchantment of an artifact through which to channel one's magic as an aid to spellcasting. Spells may be cast without focii, but a focus increases the EML of primary/secondary spells attemped when the caster touches/holds it. A focus is personal; each sorcerer must make his own, which no one else may use. No sorcerer may have/use more than one focus. The caster will always be aware of the direction to his focus, should he become separated from it.

LYAHVI FOCUS

A Lyahvi focus must be at least partially transparent or transluscent, it should be multi-faceted. Clear or red, cut gems, mirrors, prisims and lenses are all used. It may not contain wood, soil or animal products.

PELEAHN FOCUS

A Peleahn Focus should incorporate both fireproof and flamable materials, it must retain heat and be capable of holding a small fire. It must be kept dry.

JMORVI FOCUS

A Jmorvi focus must be metallic; rods, amulets, rings and ceremonial weapons are all common. It must be solid (no cavities).

FYVRIAN FOCUS

A Fyvrian focus must be organic. Wooden staves or rods (preferably green), bone(s), bags of earth and the like are common. Fyvrians also use small animals. It may not contain transparent or transluscent materials.

ODIVSHE FOCUS

An Odivshe focus must incorporate water or ice in a vial or other sealed container, or in a bowl that is filled before use. An Odivshe focus may not be transparent and its manufacture cannnot have involved fire.

SAVORYAN FOCUS

A Savoryan focus must be inscribed with symbols, words or pictures and may not incorporate metal. Tarot cards, small runestones, and written works are all used.

VALUE

The value of a Focus depends on the success achieved in creating it: MS = index; CS = 2 x index. Thus a sorcerer at Focus ML58 creates a 10 point focus with CS. The full bonus is applied only to spells of the focus's own convocation; half the bonus is applied to secondary spells; other spells are unaffected.

BONUS EFFECTS

ML91+ An "open" focus, usable by any sorcerer of its convocation may be made; no one may use more than one focus at a time, however.

FATIGUE: 14-index
TIME: 30-index hours.
RANGE: Touch.
DURATION: MS:Indefinite/CS:Permanent

WARD OF AKANA [Common/III]

Used to enchant an artifact so as to prevent it breaking (except in conflict with other enchanted equipment). Ward of Akana may only be cast on artifacts made of focus-like materials, and may be cast in either of two ways:

(1) On a ready made artifact; in which case the time to cast is 15-index hours. The duration of the enchantment will be 1 hour x index (with MS) or Indefinite with CS.

(2) On an artifact as it is being (originally) made or grown. In this case the time to cast the spell is equal to the manufacturing time of the artifact (in other words, casting the spell doubles the time to make). The enchantment will be Indefinite with MS, or Permanent with CS. If Critical Success (Permanent Enchantment) is achieved, the caster has the option to redouble the manufacturing time (to 4 x original) and attempt "False Soul" (below).

When the appropriate time has been expended, the artificer first rolls (against the applicable craft skill; eg. Weaponcraft) to determine the artifact quality, and then rolls to enchant the artifact (against his Ward of Akana EML). With MF the artifact maintains is quality, but is not enchanted; with CF the artifact is destroyed.

BONUS EFFECTS (See "False Soul")

ML71+ As applicable, the quality of the artifact is increased by 1d2 (MS) or 1d2+2 (CS); this makes it even harder to break.

FATIGUE: 16-index
TIME: see above
RANGE: Touch.
DURATION: see above.

FALSE SOUL [Common/IV]

A spell used to give an enchanted artifact (such as a sword) an EGO, or pseudo personality. Ego makes an artifact somewhat harder to use, but allows the subsequent installation of special magical powers. The higher an artifact's EGO, the greater its potential for holding and using special powers; for example, if a spell is developed to install a psi talent in an artifact, the ML of that talent would be EGO x 5. When CS is achieved with Ward of Akana (or an equivalent spell) the artificer has the option to double the manufacturing time and attempt False Soul. In other words, False Soul may only be attempted on a permanently enchanted artifact as it is being made.

Ego is expressed as a number. It is determined by the success level achieved with this spell. With MS, EGO is randomly determined by rolling 3d6. With CS, the artificer may set the EGO at any value between three and eighteen. He may not set it more than three points higher than his own WILL. MF disenchants the artifact; CF destroys it.

Once EGO is installed, the artificer may install a PURPOSE and/or MORALITY. A purpose might be to defeat the minions of a particular deity. If the user is attempting to fulfil the artifact's purpose, a control check (below) is unnecessary. The artificer may also give the artifact his Morality. Whenever anyone whose Morality differs from that of the artifact by more than two points attempts to use it (regardless of purpose) a control check is made. Either or both purpose and morality may be installed, but the two must by compatible or the artifact will be destroyed.

ARTIFACT CONTROL CHECKS

When anyone attempts to use the special power(s) of an artifact possessed of EGO, a control check (battle of wills) is necessary. Control checks consist of two rolls: (1) against the user's Will, and (2) against the artifact's EGO. If the wielder achieves a higher level of success, he may employ any special powers possessed by the artifact. If the artifact achieves the higher success level, it is defiant and will use its powers (often subtly) against the user. If the success levels are equal, any power(s) are denied, but the artifact will not act against its user.

BONUS EFFECTS (none)

FATIGUE: 18-index
TIME: Doubles time to make.
RANGE: Touch.
DURATION: Permanent

SANCTUM [Common/V]

A spell to create a non-portable focus, an area where the sorcerer's magic is enhanced. It must be an enclosed space whose walls incorporate appropriate focus materials with a maximum volume (in cubic yards) of the caster's (Sanctum) index cubed.

A sanctum works by increasing/decreasing the EML of spells cast within it. Generally, sorcerers will create sanctums of their own convocation, although this is not absolutely necessary. The effectiveness of the sanctum is determined at the time of its creation. Note that in the table below CONVOCATION refers to the convocation of the spell attempted within the sanctum, not to that of the caster.

CONVOCATION	CS	MS
Primary	+ 2 x index	+ index
Secondaries	+ index	no effect
Tertiaries	- index	no effect
Diametric	- 2 x index	- index

The convocation, success (CS/MS) and modifier should be noted when the sanctum is created (eg. "Critical, Lyahvi, +12, Sanctum"). All other modifiers may be derived from this data.

Note that sanctums may only be dispelled from within. It is possible to encounter the abandoned sanctums of, possibly long dead, sorcerers.

Grey sorcerers also occasionally create grey sanctums by means of somewhat higher level neutral spells. A gray sanctum depresses all convocational magic equally and enhances neutral spells. One may also encounter, rarely, a "rainbow" sanctum which has the effect of enhancing all magic; these represent the work of very powerful arcane loremasters.

BONUS EFFECTS (none)

FATIGUE: 20-index
TIME: 30-index days.
RANGE: Within the sanctum.
DURATION: Indefinite.

ARTIFACT OF POWER [Common/V]

This spell enchants an artifact so that it will draw and store magical energy points (EPs) of a particular convocation. Each EP is equivalent to a fatigue point and may be drawn by a wielder of the same convocation to drive his spells. The spell is often laid on the caster's focus, and must be laid on object(s) made from material(s) of appropriate type(s) (as for Focus). A Savoryan could not, for example, create a metallic Artifact of Power.

The Artifact of Power will have an EP capacity determined by the success and Index of the enchanter. It will also be able to renew itself (by drawing energy directly from other "planes/worlds", as do Shek-Pvar). Renewal will occur every hour (on the hour for ease of play). The number of EPs gained each hour will be equal to 20% of the artifact's capacity; hence, it will take five hours to fully recharge. The energy will leak from artifacts that are not in contact with a living Aura for long periods. Hence, a chance found artifact of power will probably be empty and will require several days of recharging once someone has attuned himself to it.

In order to use an Artifact of Power, the user must be of the same convocation OR be using it to cast a spell of the Artifact's convocation. The user must also be aware of the Artifact's nature and attune to it specifically; attunement takes at least a few days. It is not possible for a Shek-Pvar to attune to an Artifact of his diametric or tiertary convocations. Use of an Artifact requires skin contact.

When a spell is cast with an artifact of power, the FPs are first taken from the Artifact, then from the caster. Each of the Artifact's EPs is equivalent to one FP. No spell may involve more than one artifact of power. It is dangerous to touch two or more when casting spells, even if they are of the same convocation.

Artifacts possessed of EGO are generally able to hold more energy, although the spell may be cast on any inanimate object or focus. For an explanation of EGO, see "False Soul" [Common/IV]. For artifacts with ego, capacity depends on ego and a control check is needed to use the energy; for inanimate or passive artifacts, the capacity is based on the creator's (Artifact of Power) index. The EP capacity of the artifact is determined as follows.

	MS	CS
Artifact with Ego	Ego x 1	Ego x 2
Artifact without Ego	Index x 1	Index x 2

Note: Sorcerers often give high priority to the creation of spell(s) to make greater Artifacts.

BONUS EFFECTS
ML96+ If the caster is a grey sorcerer, he may create a neutral Artifact of Power. Which may be attuned to or used by any sorcerer for any spell.

FATIGUE: 20-index
TIME: 40-index days.
RANGE: Touch
DURATION: MS:Indefinite/CS:Permanent

LYAHVI

Lyahvi is the magic of illusion, of the element air, particularly dry air. Lyahvi sorcerers are manipulators of reflection, light and refraction. They use mirrors, prisms and gemstones with high refractive values for focii. Their nemesis is earth.

BEACON OF ISALA [Lyahvi/I]

Turns an everyday object into a soft, cool light source capable of illuminating a sphere up to ML x 1 foot in radius. Below ML51, the object must be translucent or transparent. Below ML76 the caster requires a spark or other light source as a seed.

BONUS EFFECTS
ML71+ Light may be dimmed or brightened, turned on or off at the caster's command.

FATIGUE:	12-index
TIME:	20-index seconds.
RANGE:	Touch
DURATION:	ML x 1 minute

CRIMSON RUNE [Lyahvi/I]

Causes objects to glow softly where touched by the caster. This spell may be used to leave messages. The glow is faint, normally visible for about ten feet. The caster is enchanted (able to write) for about a minute. Below ML 91, a spark or other light source is needed to cast.

BONUS EFFECTS
ML51+ The glow may be made invisible to all but Lyahvi sorcerers, or to those who know this spell.

ML61+ The glow may be made invisible except in certain lighting conditions (eg. moonlight).

ML86+ The glow may be made invisible to all but specific person(s).

FATIGUE:	12-index
TIME:	15-index minutes.
RANGE:	n/a
DURATION:	MS:1 hr x index/CS:Indefinite.

LENS OF IKARA [Lyahvi/II]

Manipulates existing lighting phenomonae. This spell may be used to make a single object seem larger or smaller or of different shape, to make air seem more opaque etc. It may not be used to create illusions from nothing and the enchanted object must preserve a fair proportion of its normal appearance. The Lens might make a puddle look like a pool, or a pool look like a small lake, for example. All effects must be within line of sight of the caster. The effects are normally fixed in space. A tranparent seed is required. Normally, the illusion created will have no texture; the illusion may be tactile if CS is achieved.

BONUS EFFECTS (none)

FATIGUE:	14-index
TIME:	30-index seconds
RANGE:	MLx1 yard in line of sight.
DURATION:	MS:1 min.x index/CS: x 3.

GLOBE OF SETATH [Lyahvi/III]

This spell creates the illusion of a ball of flickering, multi-coloured lights with the power to fascinate and confuse observers. The globe is usually about a foot in diameter, and hovers about a foot over the caster's head; alternately, it may be attached to a Lyahvi focus or focus-like object. The globe will, with the basic spell, remain stationary in relation to the caster's head or its root object.

Each potential victim (anyone in line of sight) rolls 1d100 against a multiple of his Will to determine the effect. A victim within 10 feet rolls against a target level of Will x 1, between 10 and 20 feet against Will x 2, and so on. Maximum TL is 95.

CF Victim will remain stationary, gazing into the sphere until he or it is removed. He may not make any more rolls.

MF Victim will gaze helplessly into the globe for one turn (10 seconds) at which time he may make another roll to break free.

MS Victim is only partially distracted; he suffers a 3d6 special penalty for one turn (10 seconds) at which time he may make another roll.

CS Victim is able to ignore the globe. He is unaffected and does not have to make any more rolls.

When the globe dissipates, all effects are immediately terminated.

BONUS EFFECTS (none)

FATIGUE:	16-index
TIME:	50-index seconds.
RANGE:	See above.
DURATION:	1 minute.

PRISM OF GETHAN [Lyahvi/III]

Creates and manipulates illusions. Objects may be made visible which exist only in the imagination of the caster, but unless CS is achieved, the illusions seem insubstantial and may tend to flicker in and out of existence. Normally, effects are stationary and must be in clear view of the caster. The illusions are purely visual. Below ML51, an appropriate passive focus such as a gemstone is required; it need not be enchanted. The illusions created are not self illuminating and cannot be seen in the dark.

Note that, a a general spell, Prism of Gethan tends to lack the nicety of detail and quality of reality possible with more specific personal spells. Sorcerers who desire illusions that will work on more senses than eyesight may develop (higher level) full spectrum spells. The most effective illusion spells are designed to create a specific illusion; ie. the same vision with each casting.

BONUS EFFECTS

ML46+ Illusions can be made to move.

ML66+ Caster can operate simple illusions beyond line of sight, provided he knows the geography.

ML81+ Caster may enter trance and operate illusions out of line of sight (this amounts to a kind of clairvoyance).

FATIGUE: 16-index
TIME: 30-index seconds.
RANGE: MLx1 yard in line of sight.
DURATION: 1 minute.

WIND OF SHARIS [Lyahvi/IV]

Used to turn a volume of gas into another type of gas. The end product must be an inert gas and the volume affected may not exceed 1,000 cubic feet (MS) or 3,000 cubic feet (CS). Only simple (elemental) gases may be transmuted, eg. pure oxygen to pure helium, but this improves with proficiency. Unless cast in an airtight volume of space, the effect will dissipate in no more than five minutes; this depends on wind/air currents.

BONUS EFFECTS

ML31+ Simple or common compounds may be transmuted (eg. Air).

ML66+ Gasses within compounds (eg. the oxygen in air) may be isolated and transmuted.

ML86+ The transmutation may be to a non-inert gas.

FATIGUE: 50-index FP
TIME: 1 minute.
RANGE: 50 feet in line of sight.
DURATION: Permanent

BEAM OF NOLAR [Lyahvi/IV]

Causes a beam of blinding, burning, coherent light to issue from the caster's focus (hopefully) in a chosen direction. The diameter of the beam is about an inch (CS) or 2 inches (MS). The caster must declare a specific (spot) target. The accuracy and Burn Impact vary according to range to target and success level as follows:

RANGE (Maximum)	CS	MS
Short Range (index yards)	Direct Hit index + 4d6	1d6 inches index + 3d6
Medium Range (EML yards)	1d6 inches index + 3d6	3d6 inches index + 2d6
Long Range (EML x 5 yards)	3d6 inches index + 2d6	5d6 inches index + 1d6

The first entry is the deviation (eg. a CS at medium range results in a deviation of 1d6 inches). Deviation is in a randomly generated direction, but may still strike another part of the target. The second entry is the Burn impact (eg. a MS at Long range generates a burn whose impact is 1d6 plus the caster's index); burn impact may be reduced by armour/clothing worn.

The beam will be refracted/reflected as would ordinary light, and may be weakened or eliminated by darkness spell(s).

BONUS EFFECTS (none)

FATIGUE: 18-index
TIME: 40-index seconds.
RANGE: as given above
DURATION: Half a second.

PASSAGE OF LYAH [Lyahvi/V]

A spell to render the caster non-corporeal (ethereal). In this state he will appear translucent and can penetrate solid objects (although this will cause discomfort). With CS, the caster has the option of invisibility as well. See "Ethereals" [Skills **].

BONUS EFFECTS

ML71+ Spell may be cast on another (willing) person.

ML91+ Spell may be cast on another person (willing or not).

FATIGUE: 20-index
TIME: 60-index seconds.
RANGE: Touch (as applicable).
DURATION: MS:MLx1 sec./CS:MLx1 min.

PELEAHN

The Peleahn manipulate heat, smoke and fire to produce pyrotechnic effects. Perhaps the most active, destructive, and least thoughtful school of magic. Favourite focii for Peleahn sorcerers include censors, flint and steel, and other fire-making tools. Their nemesis is water.

FINGER OF MARLAS [Peleahn/I]

This spell is used to enhance or create small fires. It cannot create fire without fuel, but can help inferior fuel burn. An existing fire can be made to flare, etc., until the fuel is exhausted. Adding fuel terminates the spell, but not necessarily the fire.

BONUS EFFECTS

ML71+ The effect may be delayed up to an hour after casting (assuming the fire is still burning).

ML81+ Fuel may be added without terminating the spell.

FATIGUE: 12-index
TIME: 15-index seconds.
RANGE: Index squared x 10 feet.
DURATION: 10 mins or until fuel is exhausted.

CARESS OF PELENA [Peleahn/I]

A spell to raise the temperature of objects without necessarily causing them to burn. Below ML41 the effects will last only as long as the target is stationary. Below ML51 the caress does not work on objects containing a lot of water (such as the human body). Caress may be used to treat frost damage.

BONUS EFFECT

ML51+ The caster may (voluntarily) inflict burns whose impact equals: 1d6+index (with MS) or 2d6+index (with CS).

FATIGUE: 12-index
TIME: 30-index seconds
RANGE: Touch (ML41+ ML yards).
DURATION: 5-15 seconds

BREATH OF CASYL [Peleahn/II]

A spell to manipulate fire/smoke to cause pyrotechnic displays. The effects are limited by the size of the fire being manipulated, but as the caster gains proficiency, he is able to achieve more with less fire. Smoke and flame may be enhanced and directed, so as to form detailed shapes and exact colours. The effects must remain in contact with the seed fire, since they require its fuel to sustain them.

BONUS EFFECTS

ML41+ Effects may be made to move index x 1 yard from the seed fire, but the further they move, the less their lifespan.

ML81+ Animate effects may be used as a spellcaster proxy. That is, the sorcerer can cast other spells through the effect as if he were the effect.

FATIGUE: 14-index
TIME: 25-index seconds
RANGE: ML yards.
DURATION: 30 seconds.

ORB OF ZATARA [Peleahn/III]

Creates a three to six inch fireball in the caster's hand or focus, which may be made to move in a perfectly straight line. Except in the event of a misfire, the caster is immune to the fire. Below ML36, a spark or other seed fire is needed. The fireball is accurate, but fairly slow. It can, therefore, be dodged (target may roll against Dodge). Upon striking a solid object or a spell or magical residue of any sort, the fireball explodes. The maximum range of the orb is ML x 1 yard; if it reaches this limit without encountering a solid object, the fireball will blink out of existence.

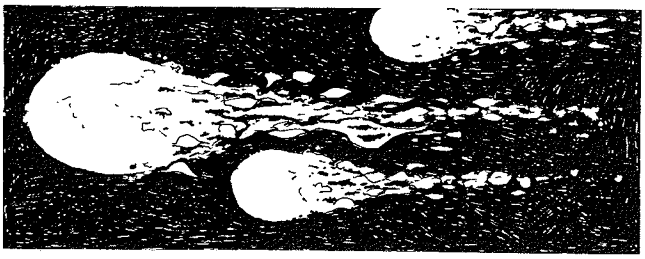
The radius of the explosion is equal to the caster's index. It will inflict a burn-impact of 2d6 (MS)/4d6 (CS) to all objects within its radius. The burn impact will normally affect only exposed flesh or other unprotected objects, since it is of such short duration.

BONUS EFFECTS

ML51+ The caster may command the orb to explode at any point along its course.

ML71+ The fireball may originate in a seed fire anywhere within ML yards of the caster (range will be calculated from the seed fire).

FATIGUE: 16-index
TIME: 15-index seconds
RANGE: ML yards.
DURATION: 1 second.



PYRE OF ONKH [Peleahn/III]

Causes an item of wood or other reasonable fuel to burst violently into flame and be consumed in a matter of seconds (one second per pound weight). The item may not weigh more than one pound times caster's index (MS), twice this with CS. Any person who touches the flame will sustain a burn whose impact is 3d6+index (MS) or 4d6+(index x 2) with CS. The burn is affected normally by clothing/armour.

The spell may be used to dispose of unwanted items, or to discommode a person holding or wearing an item of fuel. In the latter case, the effect can be extremely dramatic if the victim's clothes catch fire as well. A sustained burn (over 10 seconds) is capable of melting metals with a reasonably low melting point.

BONUS EFFECTS (none)

FATIGUE: 16-index
TIME: 15-index seconds.
RANGE: ML feet.
DURATION: 1 second per pound of fuel.

WALL OF SHANADOR [Peleahn/IV]

Creates a curtain of ethereal fire approximately a foot thick, whose area may equal up to ML square feet (MS) or MLx3 square feet (CS). The wall is stationary and will continue to burn without supervision. Any person who attempts to pass through is subjected (over the whole body) to burn(s) whose impact is 2d6 + index (MS) or 3d6 + (2xindex) with CS. The impact may be reduced by armour/clothing. Below ML61, a seed fire is needed to create the wall. The caster may pass through the wall without harm. The Wall has no effect on inanimate objects (it can only injure/burn living, fleshy creatures).

BONUS EFFECTS

ML51+ The caster can allow persons to pass through the wall unhurt by touching them and uttering a few words. The ability to pass safely lasts for as long as the spell.

ML61+ The wall may be made to move index x 1 yard per minute. It will stop upon encountering a large solid object (such as a stone wall).

FATIGUE: 18-index
TIME: 30-index seconds.
RANGE: Index yards.
DURATION: Index minutes.

SEA OF FIRE [Peleahn/IV]

Causes fuel over a large area to ignite and burn rapidly. The spell may be cast over a field of dry grass, or on a layer of oil, etc. The quality of the fuel is less significant than the amount, since the latter will determine the duration of the effect. Combustion occurs instantaneously and generally lasts only a few (dramatic) seconds; when the spell dissipates, the fire may spread (depending on the availability of fuel adjacant to the target area) so the sorcerer should take note of the wind and topography.

The ground area of the effect is pre-designated by the caster. The maximum area is ML x 1 yard squared. Creatures entering or caught in the sea of fire are subjected (usually from the waist down) to burns whose impact equals 2d6 + index (MS) or 2d6 + (2 x index) with CS, per ten seconds spent in the area. The impact may be affected by armour/clothing worn. There is also the threat of asphixiation, but this is significant only with longer duration fires. Below ML61, a seed fire is needed to start the spell. The caster may cross the target area without harm for as long as the actual spell is in effect.

BONUS EFFECTS

ML66+ The caster can allow persons to pass through the sea of fire unhurt by touching them and uttering a few words; this ability may be granted only for as long as the original spell is in effect, after which time the spell becomes an ordinary fire.

ML81+ The caster may limit the effect to the designated area; it will not spread afterwards (unless he allows it to).

FATIGUE: 18-index
TIME: 40-index seconds.
RANGE: ML yards.
DURATION: 10-60 seconds (GM discretion).

IMMOLATION [Peleahn/V]

This spell turns the caster and his belongings into a creature of flame and smoke. In this form he is able to squeeze through narrow openings, fly upwards, and is immune to fire/heat and most other material damage. His touch also inflicts burns whose impact equals 2d6 + Index (MS) or 2d6 + (2 x Index) with CS. In this form the caster can work Peleahn magic normally. Other effects/abilities are at GM discretion. A seed fire is required below ML66. A good dousing with water will abruptly terminate the effect.

BONUS EFFECTS

ML71+ The caster can use the spell on others. Most non-Peleahn sorcerers consider the spell extremely uncomfortable.

FATIGUE: 20-index
TIME: 40-index seconds.
RANGE: n/a or touch
DURATION: Index minutes (CS x 3)

JMORVI

The element of the Jmorvi is (variously) metal or mineral. Their magic runs in a slower vein, the making, manipulation and understanding of artifacts. Their focii are of the solid heart of earth, steel and iron. Their nemesis is spirit.

Accomplished weaponcrafters have an easier time than most gaining admission to the Jmorvi, since elements of Jmorvi represent a natural continuation of their studies. Such sorcerers develop complex additional spells to enchant weapons and armour. Not all Jmorvi, however, are weapon artificers.

SIGHT OF ENELDIR [Jmorvi/I]

A spell to detect/analyze metallic minerals. There are several ways in which this spell may be used. (1) General: caster learns the direction and distance to the closest good source (see below). Cast in this manner, the spell will not identify the material unless critical success is achieved. (2) Specific: caster identifies a specific metallic mineral and learns the direction to the nearest good source. He will learn the distance only with Critical Success. Beyond maximum range the results become too ambiguous to be useful.

Good sources vary at GM discretion. A refined metal in close proximity, is more noticeable than a huge deposit of ore a hundred yards away. Unless the caster removes himself from possible sources of interference, he may only detect a companion's sword. The spell will always, however, ignore the caster's enchanted focus.

BONUS EFFECTS

ML61+ Caster may exclude up to three specific sources from the search.

ML66+ Caster may narrow the direction of the search (eg. ignore everything behind him, or search only in a cone within 20 degrees of true north).

FATIGUE: 12-index
TIME: 15-index minutes.
RANGE: ML x 10 yards.
DURATION: Time to Cast.

THE GOLDEN EYE [Jmorvi/I]

A specialized divination, used to analyze metallic artifacts. The amount of information gained will depend on the success level achieved. The spell is very sensitive to enchantment and/or magical properties, but can rarely gain peripheral information, such as who made the item, or where has it been, especially if this is hidden knowledge.

BONUS EFFECTS

ML71+ Objects incorporating non-metallic substances may be analyzed providing they are mostly metallic.

FATIGUE: 12-index
TIME: 15-index mins.
RANGE: Touch (ML76+ index x 1 yard).
DURATION: n/a

METALA OF ELKAL [Jmorvi/II]

A spell used to modify, enhance or dampen the natural properties of a metallic object. Magnets may be made more or less magnetic, steel can be made more or less conductive, and so on. The basic spell assumes an object of 2-5 pounds. Touch is required. Transitions are generally slow and effects minor. When the spell wears off, the object returns to normal.

BONUS EFFECTS

ML31+ Spell may induce absent, but natural properties (eg. make iron magnetic).

ML46+ Touch no longer required. Range = 1 yard x index.

ML91+ Metallic objects may be made to bend, or to revert to original shape.

FATIGUE: 14-index
TIME: 30-index seconds.
RANGE: Touch (ML46+ index x 1 yard).
DURATION: MS:5 minutes/CS:Indefinite

SIRIK'S CANT [Jmorvi/III]

A spell to heat or destroy non-enchanted metallic artifacts. The caster chants; this causes the specified metallic target (which may not weigh more than index x 1 pound) to resonate (this makes it difficult to use - if it is a weapon a 21-40 point special penalty results). After two minutes the caster will have increased the temperature of the item to the point where it inflicts a 1d10 minor burn (each ten seconds) on anyone who continues to hold it.

BONUS EFFECTS

ML76+ If the chant is continued for 3 minutes the object may be made to shatter (with CS, only 20 seconds).

FATIGUE: 16-index
TIME: 30-index seconds.
RANGE: index x 1 yard.
DURATION: Up to index x 1 minute.

ANVIL OF PYTAMA [Jmorvi/III]

This spell may only be used following a successful "False Soul" [Common/IV] on a (metallic) weapon. Successful casting will increase the weapon's impact on any strike by one. CS also increases weapon impact by one and allows a second roll to be made to increase the impact by another point, and so on until MS or MF halt the process, or CF destroys the weapon. The total impact bonus may not exceed one third the weapon's EGO.

BONUS EFFECTS (none)

FATIGUE: 20-index
TIME: 10 hrs per Impact pt.
RANGE: Touch.
DURATION: Permanent

FORGE OF OBRAS [Jmorvi/IV]

A spell to change one type of metal into another. This is a long, laborious process, and can only change the original metal into something lighter, but not too much lighter. The purity is not affected. Great concentration and constant handling are required, as well as a seed sample of the target metal (if the latter is not available, reduce ML by 50%). With CS, the caster may make the effect permanent (the new metal is no longer enchanted and is a perfectly ordinary sample of the new metal).

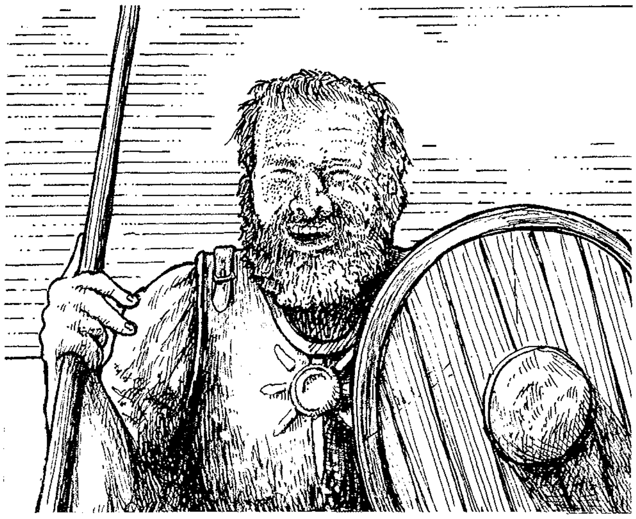
BONUS EFFECTS

ML41+ The effect may be set to wear off at a particular time.

ML51+ The spell may be used to eliminate (CS) or reduce (MS) impurities from a sample (this results in shrinkage).

ML91+ The spell may be used to tranmute a tenth of an ounce of metal into a heavier metal (at the same FP cost as for an ounce).

FATIGUE: 5 per ounce.
TIME: 20-index hours.
RANGE: Touch.
DURATION: MS:Indefinite/CS:Permanent



THARASIN'S WARD [Jmorvi/V]

A spell to enchant metallic armour. Tharasin's Ward may only be cast simultaneously with Ward of Akana [Common/III]. The caster must declare his intent to cast Tharasin's Ward before determining the success of Ward of Akana. Once declared, Tharasin's Ward must be cast. Success rolls are made first for Ward of Akana, then for Tharasin's Ward.

The enchantment of armour is expressed in terms of enchantment levels, E1, E2, E3, and higher. Enchanted armour increases the protective value of armour (for all strike aspects) by its level of enchantment. That is, E2 armour would give +2 to all six armour protective values. Levels of enchantment which are successfully placed on armour should be carefully noted.

MS casting of Ward of Akana "primes" the armour for indefinite enchantment; CS allows permanent enchantment. This spell has no other effect. Levels of enchantment may then be installed with Tharasin's Ward.

The number of enchantment levels added to the armour depends on the success level achieved and the index of the caster. If MS is achieved the enchantment is as noted. If CS is rolled, another roll can be made and any additional levels gained are added to the first casting. This process may be repeated indefinately, but only with consecutive CS results.

Index	MS	Index	MS
0-5	E1	10	E2
6-8	E1	11	E3
9	E2	12	E4

If the caster rolls MF, no enchantment occurs. If a CF result is obtained, the armour is destroyed. Armour that is already enchanted must be dispelled (if possible) before being enchanted again.

BONUS EFFECTS (none)
FATIGUE: 20-Index.
TIME: 20-Index hours.
RANGE: Touch.
DURATION: As for Ward of Akana

SPECIAL POWERS

Prior use of the common spell "False Soul" can install Ego to armour and allow additional special powers to be included. Feasible powers for armour might include the power to quickly heal the wearer, the ability to cause a special damage roll for weapons striking it, and so on.

FYVRIA

Fyvria is the magic of green and growing, pale and dying things, the magic of growth and decay, of life in its many forms. The elemental base of Fyvria is fertile earth, where life swarms. Fyvrian sorcerers use symbols of life as focii, staves, bags of earth and herbs. Their nemesis is air and illusion.

PUTRID HAND [Fyvria/I]

Speeds the decay of rotting organic matter touched by the caster. The spell affects up to a pound of dead material. The rate of decay is multiplied by 300 with Critical Success and by 100 with Marginal Success, until the process is complete or the spell is removed.

BONUS EFFECTS

ML51+ May be cast on (1 pound) of most types of living material to induce a form of gangrene. It will not spread, affect bone or vital organs, or kill the victim. It is otherwise treated as an infection whose healing rate is [H4] with MS, or [H2] with CS.

FATIGUE:	12-index
TIME:	25-index seconds.
RANGE:	Touch/ML71+ 1 foot x index.
DURATION:	Indefinite.

VERDANT HAND [Fyvria/I]

Accelerates the natural growth of a living thing touched by the caster. The rate of increase depends on success: MS=100 times normal; CS=300 times normal. The basic spell will not induce growth in things which are not already growing (eg. adults). Note that "Dispell" [Neutral/II] will stop the growth, but will not return the subject to its original size.

BONUS EFFECTS

ML71+ May induce growth in living things which are not already growing (ie. adults). The maximum growth possible in this case is 1% of original mass, although the spell may be cast numerous times on the same subject.

FATIGUE:	12-index
TIME:	30-index seconds.
RANGE:	Touch/ML41+ 1 foot x index
DURATION:	24 hours x index.

SYNCOPE OF SHALOR [Fyvria/II]

Causes a single creature to grow drowsy or fall asleep. The victim may test his Will to determine whether he succumbs. With Marginal Success roll (1d100) against 4 x Will; with Critical Success, against 2 x Will. The effect on the victim is determined by his success as follows:

CS	Victim is unaffected
MS	Victim accrues 3d6 fatigue points.
MF	Victim sleeps for 1 min x caster's index.
CF	Victim sleeps for 3 mins x caster's index.

BONUS EFFECTS

ML21+ Touch no longer required: Range = index x 1 yard.

ML71+ Effect may be over a zone whose radius from the caster is index x 1 yard. All creatures (except the caster) within the zone are affected.

ML86+ Specified creature(s) may be excluded from the effect of the spell when it is cast as a zone.

FATIGUE:	14-index
TIME:	25-index seconds.
RANGE:	Touch/ML21+ index x 1 yard.
DURATION:	MS:1 min x index/CS:x3.

NURTURE OF ISLA [Fyvria/III]

A spell to increase the healing rate of a single ailment suffered by a living creature (eg. from [H3] to [H4]). With CS the healing rate is increased by 2. The basic spell will not work on a target wound still bleeding or infected, or if the patient is in shock. The spell causes the patient to enter a deep comatose state for 4d6 minutes per casting. See Combat (29). If the spell increases healing rate to more than [H5] any infection is defeated.

BONUS EFFECTS

ML41+ May be used to stop reduce a bleeding wound's rate of bloodloss by one (MS) or two (CS).

ML76+ May be used to eliminate shock.

FATIGUE:	16-index
TIME:	50-index seconds.
RANGE:	Touch.
DURATION:	Permanent (see above).

BALM OF HERL [Fyvria/III]

A spell to transfer an ailment (not a wound) from one organic object to another organic object. The spell may be used, for example, to move a disease from a human heart into the heart of an animal. Both subject and object must be alive.

BONUS EFFECTS

ML76+ With CS, Ailments may be transferred into or out of organic, inanimate artifacts.

FATIGUE: 16-index
TIME: 60-index minutes.
RANGE: Touch (object and subject)
DURATION: Permanent.

REGENESIS [Fyvria/IV]

Accelerates the natural regeneration of living things. The rate of increase depends on the success level (MS=10 times normal, CS=30 times normal). The basic spell will not, however, induce regeneration of things which do not normally regenerate (eg. nerve cells, human limbs). Beyond this, specific effects are left to GM discretion; regeneration is usually a slow process.

BONUS EFFECTS

ML71+ May induce regeneration of things which do not normally regenerate (eg. a severed limb). This is generally a slow process; the time required to regenerate a hand (for example) would be at least fifteen days.

ML91+ May induce regeneration of dead organic material. This is always a slow process

FATIGUE: 18-index
TIME: 60-index minutes.
RANGE: Touch.
DURATION: Permanent.

MANKOR'S CURSE [Fyvria/IV]

A spell to induce a unique wasting disease in a single creature touched by the caster. The victim immediately accrues 2d6 fatigue points, and experiences a feeling of exhaustion. A secret 1d100 roll is then made to determine how severely he succumbs to the effect. The (1d100) roll is made against twice the sum of the victim's Will and Endurance:

CS	No additional effects.
MS	Victim's fatigue recovery rate is reduced to one twelth his Endurance. Overnight resting will only recover half fatigue.
MF	Victim cannot recover fatigue at all.
CF	No recovery from fatigue, or other ailments.

BONUS EFFECTS (none)

FATIGUE: 18-index
TIME: 50-index seconds.
RANGE: Touch/ML81+ index x 1 foot.
DURATION: MS:3d6 days/CS:Indefinite.

ANIMUS OF NITHRI [Fyvria/V]

Restores a small portion of a dead creature's animus, which can to a limited degree be controlled by the caster. This is a kind of necromancy to produce a zombie. The basic spell will activate the metabolism to a degree (perhaps the vocal chords and memory of a dead man) but it will not be possible to make the cadaver move under its own power. With the example given, the corpse could be asked questions and made to talk (corpses are not bright, and will not volunteer information). The effects will depend on the condition of the corpse (the more recently dead the better). Of course, it might be possible to regenerate the subject first.

BONUS EFFECTS

ML41+ The zombie can be ordered to use its muscles (assuming it has any) but control is verbal, literal and very difficult.

ML81+ Control is by instinct (or pseudo telepathy) and considerably improved. The caster is better able to extract the zombie's knowledge.

ML91+ Control is as fine as possible (depending on the condition of the zombie - no quality of control can make a skeleton use muscles it does not have). A just slain body may be made to fight etc. This kind of effect requires extreme concentration on the part of the caster and cannot be attempted out of his view.

FATIGUE: 20-index
TIME: 15-index minutes.
RANGE: Touch (ML56+ index x 1 yard).
DURATION: 1 minute x index.

ODIVSHE

Odivshe uses the principles of water and cool darkness. Odivshe sorcerers manipulate water and ice, darkness and cold to achieve their ends. Their nemesis is fire. Their focii incorporate water in bowls/vials or cubes of ice.

POWER OF ULMER [Odivshe/I]

A spell to increase the bouyancy of objects. The basic spell will not work on non-bouyant objects, and is effective on a man-sized creature or similarly bouyant object of about 150 lbs, and will enable passive floating (ie. prevent drowning). With CS, a living creature's Swimming Skill is doubled for the duration of the spell.

BONUS EFFECTS
ML71+ Spell can be used on non-bouyant objects, to halve their rate of sinking (MS) or make them float (CS).

FATIGUE: 12-index
TIME: 30-index seconds.
RANGE: Touch/ML31+ ML feet.
DURATION: ML minutes.

AZURE HAND [Odivshe/I]

A spell to reduce the temperature of objects. It works best on objects containing a high proportion of water, and can cause considerable discomfort to organic creatures. The spell is a good cure for sunstroke, and can deaden pain. At higher levels of mastery, the spell may be used as a weapon.

BONUS EFFECTS
ML76+ Victim may be made to suffer frostbite whose impact is: 2d6+index (MS); or 2d6+(index x 2) with CS. Impact may be reduced by armour or clothing.

FATIGUE: 12-index
TIME: 20-index seconds
RANGE: Touch (ML41+ ML yards).
DURATION: 5-15 seconds

EYE OF ULTRAMARINE [Odivshe/II]

A spell to determine the location of the nearest body of fresh water. The basic spell requires that the caster use a forked hazel twig or other divining aid, and only indicates direction, not distance to the nearest water. Note that the nearest source may be underground. If there is no drinkable water within range the spell cannot work. Note that CF may indicate an undrinkable water source (alkalai pond, companion's bladder, etc.)

BONUS EFFECTS
ML46+ No divining aid required.

ML61+ Distance to the water source will be given.

FATIGUE: 14-index
TIME: 15-index minutes
RANGE: Index miles
DURATION: n/a

SHADOW OF YANAR [Odivshe/II]

This spell creates a sphere of darkness emanating from the caster. The basic spell will create total darkness only where there is poor illumination, and only creates a slight gloom in full daylight. The maximum radius of the sphere is given as Range. The amount of darkness is affected by the success level. The caster is able to see perfectly in the darkness he creates. This spell can also be used to neutralize an equivalent light spell.

BONUS EFFECTS
ML51+ The centre of the sphere may be located anywhere within ML yards.

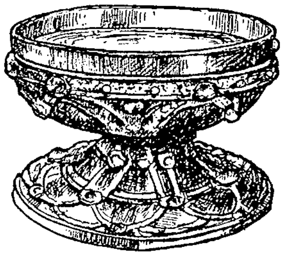
FATIGUE: 14-index
TIME: 15-index minutes.
RANGE: Index x 2 yards.
DURATION: 1 hour.

BREATH OF DHIVU [Odivshe/III]

Causes a cone of cold air to emanate forwards from the caster. (The caster is unaffected.) The frost Impact of the blast is 2d6 + index, 2d6 + (2 x index) with CS.

BONUS EFFECTS
ML61+ The blast may be produced from any body of ice or water within ML yards of the caster.

FATIGUE: 16-index
TIME: 30-index seconds.
RANGE: index yards.
DURATION: Instantaneous



MOUTH OF LATHAL [Odivshe/III]

Enables the caster to meet his need for oxygen by breathing water. With CS, the effect may be made indefinite (caster's option). Successful enchantment removes the caster's ability to survive in air (he becomes a fish out of water).

BONUS EFFECTS

ML51+ The spell may be cast on other persons (touch required).

FATIGUE:	16-index
TIME:	15-index minutes.
RANGE:	Touch (as applicable).
DURATION:	MS: index hours CS:Indefinite

PALL OF VESHEL [Odivshe/IV]

This spell creates a freezing, murderous, black, vapourous cloud that can have a devastating effect on life. The vapours arise generally, or can seem to issue from the casters focus or mouth. The fog will, after about a minute, cover an area extending approximately ML x 1 foot in every direction from the caster, and will be approximately index x 1 foot deep (high). The caster is unaffected by the cloud, but any other creature who breathes the vapours will be subject to its effect(s). The effect(s) are determined by rolling against five times Endurance (MS) or twice Endurance if the caster achieves CS.

CS	Victim is unaffected.
MS	1d6 frost impact on exposed flesh.
MF	2d6 frost impact and an E3 Shock roll.
CF	3d6 frost impact and an E4 Shock roll.

The cloud takes a great deal of concentration to maintain, and is usually stationary. If the caster moves, or is disturbed, it will disperse in about twenty seconds. Below ML46, a pint or so of water per minute is needed to fuel the fog.

BONUS EFFECTS

ML46+ Only a token amount of water is needed to fuel the effect for any length of time.

ML56+ The caster may move the cloud as he moves up to one foot per second.

ML66+ The caster may cause the cloud to move, independently, at a rate of one foot per second, in line of sight; it must always, however, adhere to a surface.

ML81+ The caster may vary the shape, but not the volume of the cloud.

FATIGUE:	18-index
TIME:	60-index seconds.
RANGE:	N/A.
DURATION:	1 minute.

KALSOR'S TRAP [Odivshe/IV]

A spell to condense atmospheric water. Kalsor's Trap creates an invisible 1' diameter sphere of very cold air anywhere within range. When atmospheric moisture contacts the sphere it condenses and drips down; if someone places a large bowl under the sphere, water may be collected. The rate of collection depends on the atmospheric moisture available and on the success achieved. MS in a typical cool maritime climate will produce about one tenth of a pint (x index) per hour. CS doubles the amount. The effect continues as long as the caster remains in trance.

BONUS EFFECTS

ML76+ The spell may be used to cause rain within index x 1 km. In this form Kalsor's Trap is very hard to control and cannot be stopped. The result depends on the cloud cover/atmospheric moisture. With CS the sorcerer will be able to exert minimal control over movement of the clouds, but nature will take its course.

FATIGUE:	18-index
TIME:	40-index seconds.
RANGE:	index feet
DURATION:	Duration of trance.

TOVAL'S REST [Odivshe/V]

A spell to place an object in stasis. The metabolism of a living creature subjected to the spell will stop entirely and he (and his clothing, etc.) will be unaware and immune from any harm for as long as the spell lasts. When the spell ends, or is dispelled, no time will have passed for the victim.

BONUS EFFECTS

ML91+ The spell may be cast on ethereal creatures, although this will not render them material, nor necessarily render them visible.

FATIGUE:	20-index
TIME:	60-index seconds
RANGE:	ML feet
DURATION:	MS:index minutes CS:indefinite

SAVORYA

The most esoteric of the convocations. Savorya is the manipulation of knowledge and spirit, that which is over and above the other elements, the eternal soul of all things. Savorya is the magic of mind. A Savoryan's is the greatest understanding of psionics and human spirit. Their focii include the cards of the tarot, divining sticks and gazing bowls, their nemesis is minerals and metals, especially iron.

VIOLET EYE [Savorya/I]

A general divining trance. The basic spell requires that the caster ask a question that may be answered yes or no, and will never reveal divinely or magically hidden knowledge. The spell can only reveal information about the past or present.

The success roll is always made secretly by the GM. With Critical Success, the caster will be informed that he is certain of whatever result he has obtained, and he may ask another question on the same subject (GM discretion) without making a new roll or expending additional fatigue or time. Critical Failure will cause the GM to lie or mislead the caster and does not cause misfire.

Except for bonus questions arising from CS, the same subject may not be divined on more than once every six hours, nor more than six times in six days.

BONUS EFFECTS

ML46+ Caster may ask reasonably simple questions which cannot be answered yes/no, such as, "in what direction is the nearest town".

ML71+ Caster may inquire about a specific key work or subject (eg. a name). A random piece of information will be forthcoming with MS; more detail with CS. With this approach, the caster has less control on the type of answers he will obtain, but it may be used up to twice a day.

FATIGUE: 12-index
TIME: 15-index minutes (trance).
RANGE: n/a
DURATION: n/a

PERFECTION OF SIF [Savorya/I]

A spell to increase the caster's Eyesight, Hearing, Smell/Taste or Touch. Marginal Success increases the target attribute by 50%, CS doubles it. If used for more than 12 hours in 36 the sense involved may be permanently affected - roll 1d6: on a 1 or 2, the attribute is permanently reduced by 1; on a 6, it is increased by 1.

BONUS EFFECTS

ML41+ The spell may be cast on another person touched by the caster.

ML86+ The spell may be applied to Aura.

FATIGUE: 12-index
TIME: 60-index seconds.
RANGE: n/a or touch.
DURATION: Index minutes

GALRA'S ENHANCEMENT [Savorya/II]

A spell to temporarily enhance a designated psionic talent possessed by the caster. It has the effect of increasing an open talent for a period of 5/10 minutes by 25%/50% with MS/CS. The spell will never work on Disembodiment, Healing or Pyrokinesis.

BONUS EFFECTS

ML41+ The spell may be cast on another person touched by the caster.

ML71+ The spell may (with CS) be used to stimulate an open psionic talent (see under Skills). It will allow the recipient to make 1d3 improvement rolls for the designated talent. The recipient may not be the caster, and accumulates 6d6 Fatigue. The spell may not be used on the same person more than six times in a year.

FATIGUE: 14-index
TIME: 15-index minutes.
RANGE: n/a or touch
DURATION: 5/10 Minutes (MS/CS)

WISDOM OF USELA [Savorya/III]

This spell may only be cast immediately following Violet Eye (or some similar divination) and extends the length of the original trance. The purpose of the spell is to elaborate and enhance understanding of knowledge already obtained. Wisdom of Usela may also reveal hidden knowledge. MS will (at least partially) reveal ordinary secrets. See Mikaad's Ward for guidelines concerning the revelation of magically hidden knowledge. CS will reveal at least that there is hidden knowledge involved.

If the preceding Violet Eye was a CF (and produced false information) successful "Wisdom" will do no more than reveal the falsity of the original results. CF with Wisdom of Usela will reveal nothing (no lies). This spell may not be used to reveal the future.

BONUS EFFECTS (none)

FATIGUE: 16-index
TIME: 30-index minutes (trance).
RANGE: n/a
DURATION: n/a

ORDEAL OF FRIDA [Savorya/III]

A spell to stimulate an existing phobia (etc.) in a victim. The selected target must be touched at the culmination of casting. If the spell is successful, the victim will believe that he is in the presence of the object of his worst fear; if he has arachniphobia, he will see giant spiders, and so on. The credibility of the illusion will depend on the success of the caster, and will determine the morale check to be made by the victim. If the caster rolls MS, the vicitm rolls against 5xWill; with CS, against 2xWill. Player Characters are not immune to the effect. The caster does not have to know the nature of the fear.

BONUS EFFECTS
ML51+ Touch not required. Range = index yards.

ML81+ The caster may, with CS, choose to give the victim a permanent phobia, which may be determined by the Psyche Table (see "Character Generation"). If a non-phobia is generated, use GM discretion.

ML96+ The spell may be cast over an area extending index yards. from the caster's head. Everyone but the caster is affected. The new phobia option may not be exercised as a zone.

FATIGUE: 16-index
TIME: 30-index seconds.
RANGE: Touch/ML51+ index yards
DURATION: MS:20 secs./CS:1 minute

SPIRIT BLOCK [Savorya/IV]

A spell to seize control of the spirit/mind of a person. The object of the spell is to suppress the target's Will, so that it will follow the caster's orders; the spell is normally used only on animals/people. If the caster is successful: Roll 4d6 on MS, 5d6 on CS - if the roll exceeds the target's Will, he succumbs to control. A successful Spirit Block creates a psychic bond between caster and target. The caster can read surface thoughts and emotions, direct the target's actions and ask questions. Non-sentient creatures cannot answer questions, nor can any creature answer a question to which it does not know the answer. Questions must be very simple and specific; controlled entities will not volunteer information. The bond is such that a powerful empathy is temporarily created, any harm (including wounds/death) that befalls the target will be felt by the caster. The target must remain in plain view of the caster.

BONUS EFFECTS
ML71+ The caster may attempt to erase knowledge of his presence when he withdraws. If this attempt is made the target rolls against 5/3 times Intelligence (MS/CS) to determine whether he forgets the intrusion.

ML91+ The caster may attempt to erase target's memory in other regards, leave a powerful suggestion to do or not do something, etc.

FATIGUE: Victim's Will
TIME: 30-index seconds.
RANGE: Touch/ML56+ ML yards.
DURATION: 1 minute.

MIKAAD'S WARD [Savorya/IV]

A spell to protect specific facts/subjects from being discovered by means of divining spells or psi talents. It will not prevent knowledge being gained by mundane means, nor will it hide information from someone who already has it. For obvious reasons, attempting to hide common knowledge is generally futile even if the spell is successfully cast.

Only a limited number of spells and talents have any chance of breaking this kind of hidden knowledge. When Mikaad's Ward is cast, a "ward index" of caster's index x 5 (MS) or index x 10 (CS) is generated. The maximum possible ward index is 95. Any subsequent attempt to divine the hidden knowledge must roll above the ward index with 1d100.

BONUS EFFECTS (none)

FATIGUE: 18-index
TIME: 60-index minutes (trance).
RANGE: n/a
DURATION: Indefinite

JERILA'S ZONE [Savorya/V]

A spell to create confusion over a wide area. The affected area is a sphere centred on the caster; its maximum radius is given as Range (below). Within the zone, each creature must roll 4d6 against their Will (5d6 if caster achieves CS), to determine if they become confused. If they succumb, they will generally lose volition, and stand around helplessly until the spell wears off or is removed. The caster is immune to the effect.

A psychic bond is created between the caster and all affected entities. If one of the victims is injured while the zone is in effect, the caster rolls 5d6; if the result exceeds his Will the spell is immediately broken.

BONUS EFFECTS
ML51+ The sphere may be centered anywhere within ML feet. It will be non-mobile.

ML71+ The caster may release individuals from the effect by touching them.

ML81+ The remote sphere may be made to move as long as its centre remains within ML yards of the caster.

FATIGUE: 20-index
TIME: 40-index seconds.
RANGE: MS:ML feet CS:ML yards
DURATION: Index minutes

MERCANTYLE OCCUPATIONS

Mercantyling is an excellent occupation for PCs to get involved in, offering travel, adventure, and the opportunity to make (and lose) lots of money. Mercantylers are involved in the buying and selling of goods for a profit, or as agents for such transactions. Enforcing a monopoly over all trading activity is impossible, but the occupation is guilded. Guilded mercantylers try to deal exclusively with each other, giving them a de-facto stranglehold on most trading activity. All major towns have a Mercantylers' Hall for guild members only. Non-guild members can participate in this private market only by hiring a mercantyler as a broker, paying him a commission of 10-20%.

USURERS

The Mercantylers' Guild has one important monopoly which is rigidly enforced. Only mercantylers can practise usury, the changing and loaning of money for profit (interest). Some mercantylers (usurers) specialize in this activity. Few PCs will want to play the role of usurer, but they may have lots of contact with them.

INTEREST RATES

The interest rates for loans are high, and compounded monthly. For secured loans, a normal rate of interest is one or two percent per month. Unsecured loans to finance trade are another matter. These range from 5% per month for local trade loans, to 10% per month for caravan trade, and 20% per month for sea trade. Such are the comparative risks of land/sea travel and the profits expected from trade.

FOREIGN EXCHANGE

Usurers are also involved in buying and selling of foreign coinage. The discounts charged average 10-20%. For example, 100d Aleathian might be exchanged for 80-90d in Tashal. There is considerable distortion with Rethemi coins (notoriously debased) and they may be discounted as much as 50% in other areas. Golothan usurers, on the other hand, pay high prices (par to 120% in Rethemi pence) for foreign coins, coveting them as security and also to invest with those who are reluctant to accept Rethemi coinage.

PROMISSORY NOTES

There are not nearly enough coins in circulation to cover the value of goods traded. In addition, mercantylers are reluctant to transport bulky, heavy, coinage, not to mention the risk of robbery. Most trading activity involves barter, but when large cash purchases or sales are involved, nearly all such transactions are made by way of promissory notes. These notes are written by usurers, usually for full cash payment, but often a loan will be given for all or part of the note at an agreed interest rate. The mercantyler may then travel to his destination and either cash his notes at a local usurer, or offer them as whole or part payment for a consignment of goods to a seller.

A usurer's note will be redeemed at full value when presented back to him. In the meantime, the usurer has the interest free use of cash received for his note, to invest, make loans, etc. When a note is cashed by another usurer, it is almost invariably discounted to allow for the risk and time involved in getting paid.

	Credit Rating				
Note Origin	A	B	C	D	E
Same Kingdom	5%	7%	10%	20%	50%
Same Region	10%	15%	25%	50%	--
Other Region	25%	35%	50%	--	--

To use the table, cross-index the credit rating of the usurer issuing the note, with the location of the usurer cashing the note. The credit rating is based on the quality rating listed in EH settlement keys. A usurer with five-star quality is [A], four-star [B], three-star [C], etc. If the note originates from the "Same Kingdom" use that line of discounts, etc. The "Same Region" defines regions such as Harn, Ivinia, or Trierzon. "Other Region" implies, for example, a note issued in Ivinia being cashed by a Harnic usurer.

EXAMPLE

A Thayan mercantyler purchases a 1,000d note from Obral of Kephria, a Thayan usurer with a credit rating of [C], before setting out for Tashal. He pays the usurer 1,000d Thayan pence for the note. A Tashalan userer might cash this note for 25% discount, giving the Thayan mercantyler 750d for it, but the Thayan is more likely to try and get full value for the note (or a smaller discount) by offering it as payment to another mercantyler selling him goods. Anyone who accepts the note would have the option of cashing it. Promissory notes tend to circulate, passing from one mercantyler to another, until they are cashed at source for full value. If the Thayan note was cashed by a Tashalan usurer, he might seek to sell it for a small profit (a mercantyler heading for Thay might buy it for perhaps 10% discount) or arrange to have it delivered to Thay for full redemption.

Good working relationships between various usurers may lessen the discount charged, but events such as war and plague may result in heavier discounts, and the death of the usurer who issued a note may render it worthless. It is important to remember that most promissory notes are fully negotiable bearer notes; if lost or stolen, the money they represent is also lost. Only about 10% are personal notes redeemable only by the person to whom they are issued. But even bearer notes are safer than coinage; most thieves are illiterate and place little value on such scraps of paper.

PRICES

The selling price of goods must cover not only their buying price, but also levies of tariffs and tolls, transport costs, and allow for the risks of shipwrecks, storms, pirates, and brigands.

The price of various luxury (and other) goods can be found in the general PRICE LIST. The GM must keep in mind that these are "retail" prices at the indicated source. A mercantyler would buy items for as little as 10% of these prices, and sell them for roughly 50% of the indicated price. That is, a beaver pelt is listed as 20d. This would be the selling price for a dressed pelt from the indicated source (Hideworker). A mercantyler in the fur trade would purchase such a pelt from a trapper for as little as 2d, sell it to a Hideworker for 10d, who cures/dresses the hide and sells it for 20d. Select goods from eastern and southern Lythia change hands many times and sell in the west for up to 100 times their orginal cost.

It is very important that GMs allow their mercantyle PCs to make high potential profits to encourage their activity. The risks of getting the goods to market are high. If the GM feels a player is getting too wealthy, it should not take too much imagination to devise ways to correct this.

TAXES

Mercantylers are subject to payment of various taxes to town and city authorities. The tax rates vary and are listed in the articles for specific locations in EH. The most common taxes are:

HAWKING TAX

A tax payable to the Bondmaster on all goods brought into a city to be sold, including raw materials for further processing, but excluding foodstuffs. The tax is usually a percentage of the consignment's value, but since the Bondmaster tends to rely on "declared values", assessments are generally low unless the mercantyler neglects the appropriate bribes.

BONDING FEES

The mercantyler can delay payment of the hawking tax until he has found a buyer by placing his goods in bond, that is storing them in the government bonding house. Goods temporarily brought into a city, but destined to be exported, must be placed in bond. This service incurs payment of a bonding/storage fee, always a small percentage of declared value, payable in advance with a minimum of one month fee.

CARAVANS

Nearly all land trade is transported via caravans, organized expeditions of mercantylers journeying from one town to another. The long established routes are often patrolled by various interested parties, seeking to encourage such traffic. Way-stations such as Trobridge Inn, are built at strategic points to provide guides, horses, and furnish wagon repair, etc. The taxes and tolls charged at such facilities can be a lucrative source of revenue for their owners.

Most goods handled in caravan trade are exotic wares, or basic goods that are scarce in a specific area. Only these offer sufficient profit to compensate for the risks involved in long-haul trade. Western Lythia eagerly seeks eastern luxury goods such as silk, spices, laquers, gemstones, etc. These are brought by overland caravan to ports in the eastern Venarian Sea, then shipped by sea to points throughout the west such as Cherafir. They are then purchased by mercantylers who sell the goods throughout the region. For more information, see: LYTHIA module.

Tashal is the major trading center of eastern Harn. Every spring four large caravans converge on Tashal; from Orbaal and the north down the Fur Road, from Azadmere via the Silver Way, from Coranan and western Harn along the Salt Route, and from Thay by way of the Genin Trail. The diverse goods brought to Tashal are traded throughout the summer, and in early autumn, the four caravans return home.

Coranan is the major trading center of western Harn. A major caravan from Aleath travels to Coranan two or three times each year. Goods from Golotha and Shiran move to Coranan at irregular intervals, usually by barge on the Thard River. The traditional departure date of the Salt Route caravan to Tashal is the fifteenth of Peonu. Mercantylers from Golotha and Shiran join the caravan at Coranan before this date. Many Aleathian mercantylers join the caravan at Moleryn.

CARAVAN MASTERS

The major caravans of Harn and elsewhere are operated by specialist members of the Mercantylers' Guild known as Caravan Masters. It is not illegal for any mercantyler to organize his own caravan, but the organizational complexity involved has led to the prevailing custom. Most Caravan Masters are individuals (often ex-military officers) who have demonstrated some skill at getting the job done. Several have become dominant because of the special relationships they have developed with guildmembers and tribesmen along their route.

Caravan masters organize all aspects of a caravan and its journey. They are responsible for hiring teamsters and guards, decide who may join a caravan, and establish departure dates, camp sites, defence measures, etc. They have the power to abandon goods (and their owners) if they deem their presence hazardous to the caravan. Most caravan masters employ one or two assistants and the most competent of them may eventually rise to manage their own caravan.

CARAVAN FEES

Mercantylers pay a fee to be included in a caravan. The fees given below assume the mercantyler provides his own transportation, food, etc. Some Caravan Masters own carts, wagons, and pack animals which they will lease for double or triple fees, but this includes the fees to join the caravan. Most caravan masters will allow individuals who are not mercantylers to join a caravan for double the normal fees, perhaps for free if the traveller agrees to "work his passage" with mercenary assistance.

The table below shows standard caravan fees (one-way) between major Harnic towns. Fees charged for wagons/carts include oxen/horses to pull them.

Caravan	Wagon	Cart	Horse	Man
Golotha/Tormau	30d	15d	10d	5d
Coranan/Aleath	24d	12d	8d	4d
Coranan/Golotha	24d	12d	8d	4d
Coranan/Shiran	24d	12d	8d	4d
Coranan/Tashal	96d	48d	32d	16d
Tashal/Azadmere	48d	24d	16d	8d
Tashal/Burzyn	42d	21d	14d	7d
Burzyn/Thay	48d	24d	16d	8d
Tashal/Leriel	60d	30d	20d	10d
Leriel/Geldeheim	36d	18d	18d	9d

For other caravans, or partial routes, the GM may calculate caravan fees based on a rough charge per ten leagues (two hexes on a regional map) of: Wagon (6d), Cart (3d), Horse/etc (2d), and man afoot (1d).

MARITIME TRADE

With few exceptions, overland roads are very bad, and wheeled transport slow and crude. Land trade is the preserve of a few hardy mercantylers and most commercial movement of goods is by water, although this is less true on Harn than elsewhere. Maritime trade is dealt with in detail in the PILOT'S ALMANAC, a rules expansion available from Columbia Games.

PRICE LIST

The following is a comprehensive price list for Harn. Many specialized items, such as a craftsman's tools, are made for personal use and are not for general sale. This reduces the number of items that can have a standard price and hence be included in the list. The prices of a few services are listed, although these are almost always negotiable.

VALUES

The prices given are base prices; that is they assume normal availability combined with reasonable transportation and distribution costs. The prices are generally consistent throughout western Lythia, although they are most appropriate to Harn. The extremely high cost of certain items reflects the fact that they are transported from eastern Lythia. The gamemaster may adjust prices to reflect times of surplus or scarcity; and in some cases to reflect the quality and size of the item.

Note that in most cases the prices are those that would be charged the ultimate consumer. For details on mercantyling profits see the Mercantyler rules. Note also that the sale of some items, slaves and opiates for example, are illegal in some jursidictions. Prices given assume local tolerance. Black market dealings will add 100-1000% to the stated price.

UNITS OF MEASURE

The units used in the price list are standard with the following abbreviations:

bl	bushel	d	penny	pt	pint
cf	cubic foot	oz	ounce	lb	pound
ds	dose	hw	hundredweight	qt	quart
ea	each	gs	glass	sf	sq. foot
ev	evening	gl	gallon	sy	sq. yard
fa	fathom	ft	foot	yd	yard

The use of certain units to quote a price is not meant to imply that the unit is in common use (or even used at all). They are given to allow the gamemaster to calculate and compare prices. The square foot and cubic foot are modern measures and are unknown in Lythia. Most items priced on area or volume are judged by eye or rule of thumb.

FOOD & LIVESTOCK

Food and livestock are bought at a market or directly from the producer. The prices for live animals are given in the list. These are averages and can be adjusted for size and quality.

The gamemaster should keep in mind that animals are kept for utility and not food. Food is an incidental benefit that comes when the animal no longer earns its feed. The nobility eats game from their lands. In the cities fresh meat is rare. For salted meat add 50-100% to the price.

Although fresh meat is not easily obtained it is listed and priced by the pound. This is not to imply that meat is sold that way. Most meat is bought live since a live animal is indisputably fresh. The seller judges the size and quality of the animal, the shrewdness of the buyer, and sets a price to be haggled over. The selling of venison and other game meats could be dangerous. It is very hard to prove on whose land an animal was killed and the seller risks arrest for poaching.

SOURCE

The last column of the price list gives the source of the item. This can be a guilded or unguilded tradesman. If there is anything close to a general store it would be a Chandler, most of whom carry a large assortment of items from other guilds and mark them up. Only items exclusive to a chandler are assigned to him.

WEAPONS & ARMOUR

Prices for all weapons and armour can be found in the Weaponcraft section (Combat 21 & 23).

HERBS

Specific herbs are listed as HERB/name/effect (eg: HERB/Gaethipa/pois.) Prices are for prepared drugs. The following abbreviations are used:

anes.	anesthetic	Int.	intelligence potion
anti.	antibiotic	ink	invisible ink
aph.	aphrodisiac	narc.	narcotic
cont.	contraceptive	ord.	ordeal drug
em.	emetic	pois.	poison
eq.	equine stimulant	sop.	soporific
eye	eye cure	Str.	strength potion
fert.	fertility drug	stim.	stimulant
hall.	hallucinogen	unan.	universal antidote
heal.	healing drug		

General prices for unnamed herbs are also listed. GMs wishing more details are referred to the Herblore article found in the CHYBISA module.

CONSTRUCTION COSTS

Construction costs depend on the availability of labour and building materials. The quality of construction also has great bearing on the cost, for example wall thickness, quality of stone and depth of foundations. Stone is not transported large distances. The cheapest way is by water. Hence most fortifications are built from local stone that is carried by wagon or brought down a river. This makes the distance to the quarry and location of rivers crucial to castle builders and a major factor in the cost.

The GM may estimate fortification construction costs as follows. A stone wall costs 12d/sf of external surface area, assuming a five foot thick rubble filled wall. Example: a castle has four square towers, 20 feet on a side and 40 feet high, with connecting walls 100 feet long and 20 feet high. The surface area is 20,800 sf, therefore the basic cost of construction is 249,600d. This includes site preparation and digging foundations, but assumes that the site is fairly level and does not require any rock cutting. Extensive site preparation could double the cost. The cost of interior buildings, walls, and furnishings, is also extra. A major castle can cost as much as 2,500,000d.

The following is a rough guide to average market values of various URBAN dwellings (within a city wall); rural structures are 30-80% of these values, depending on proximity to the nearest town.

Slum/Hovel	750d
Poor Middle Class House	1,500d
Average Middle Class House	3,000d
Wealthy Middle Class House	5,000d
Upper Class House	7,000d
Upper Class House (garden)	10,000d

PRICES 2

CLOTHING

Listed are the weight (pounds) and average retail price for various items of clothing made from specific materials. These assume average size garments and average quality materials. All may be purchased from members of the Clothiers' Guild. Most of the peasantry wear homespun, homemade garments.

Harnic linen is a coarse, cheap cloth made from flax. Buckram is similar to modern canvas, a sturdy but somewhat uncomfortable material. Serge, Russet, and Worsted are grades of woollen cloth, Serge being the cheapest, Worsted the most expensive. Silk cloth is imported from eastern Lythia and quite expensive. Rich worsted garments often have silk linings; add the two weights/costs together. The body parts the items cover may be determined from the armour section (Combat 23). The prices of three fur items are given for characters with money to burn.

LINEN	WGT	CST
Cloak	2.6	67d
Hood	0.2	6d
Leggings	1.8	47d
Robe/Gown	3.2	81d
Shirt	1.7	44d
Surcoat	2.2	55d
Tunic	2.3	58d
Vest	1.1	28d

SERGE	WGT	CST
Cloak	4.6	78d
Hat/Cap	0.3	5d
Hood	0.4	7d
Leggings	3.2	54d
Robe/Gown	5.5	93d
Shirt	3.0	51d
Tunic	4.0	67d
Vest	1.9	32d

BUCKRAM	WGT	CST
Cloak	3.3	99d
Hat/Cap	0.2	6d
Hood	0.3	9d
Leggings	2.3	69d
Robe/Gown	4.0	119d
Shirt	2.2	65d
Surcoat	2.7	81d
Tunic	2.9	86d
Vest	1.4	41d
Gloves	0.3	8d

RUSSET	WGT	CST
Cloak	4.6	202d
Hat/Cap	0.3	12d
Hood	0.4	18d
Leggings	3.2	141d
Robe/Gown	5.5	242d
Shirt	3.0	132d
Tunic	4.0	174d
Vest	1.9	83d
Gloves	0.3	15d

WORSTED	WGT	CST
Cloak	5.3	312d
Hat/Cap	0.3	19d
Hood	0.5	28d
Robe/Gown	6.3	373d
Shirt	3.4	203d
Tunic	4.6	269d
Vest	2.2	127d

SILK	WGT	CST
Cloak	4.6	601d
Hat/Cap	0.3	36d
Hood	0.4	55d
Leggings	3.2	419d
Robe/Gown	5.5	719d
Shirt	3.0	391d
Surcoat	3.8	491d
Tunic	4.0	519d
Vest	1.9	246d
Gloves	0.3	46d

LEATHER	WGT	CST
Cloak	9.9	185d
Hat/Cap	0.6	11d
Hood	0.9	17d
Leggings	6.9	129d
Shirt	6.5	120d
Surcoat	8.1	151d
Tunic	8.6	160d
Vest	4.1	76d
Gloves	0.8	14d

ERMINE	WGT	CST
Cloak	8.6	657d
Hat/Cap	0.5	40d
Hood	0.8	60d
Robe/Gown	10.3	786d
Shirt	5.6	428d
Tunic	7.4	567d
Vest	3.5	269d

SEALSKIN	WGT	CST
Cloak	8.6	330d
Hat/Cap	0.5	20d
Hood	0.8	30d
Leggings	6.0	230d
Robe/Gown	10.3	395d
Shirt	5.6	215d
Tunic	7.4	285d
Vest	3.5	135d

BEAVER	WGT	CST
Cloak	11.2	297d
Hat/Cap	0.7	18d
Hood	1.0	27d
Leggings	7.8	207d
Robe/Gown	13.4	356d
Shirt	7.3	194d
Tunic	9.7	257d
Vest	4.6	122d

ACCOMMODATION/Dorm	1d/day	Innkeeper
ACCOMMODATION/Room	6d/day	Innkeeper
ALE	¼d/Pt	Innkeeper
ALE/Hogshead	72d	Innkeeper
AMBER	16d/oz	Jeweller
AMBERGRIS	180d/oz	Whaler
ANCHOR	12d	Shipwright
AWNINGS	18d	Tentmaker
AXE/wood	12d	Metalsmith
AXLE	6d	Metalsmith
BACON	2d/lb	Farm/Market
BAG/canvas	4d	Tentmaker
BARLEY	5d/bl	Farm/Market
BARREL/hogshead	15d	Woodcrafter
BASKETS	2d	Thatcher
BEANS	¼d/lb	Farm/Market
BEAR/trained	300d +	Trainer
BED	50d	Woodcrafter
BEEF	2d/lb	Farm/Market
BEER	¼d/pt	Innkeeper
BEER/Hogshead	75d	Innkeeper
BELLS/small	1d +	Metalsmith
BELLS/temple	200d	Metalsmith
BELT/leather	10d	Hideworker
BLANKET	10d	Clothier
BLANKET/horse	12d	Ostler
BOOTS	60d	Hideworker
BOTTLE/glass	6d	Glassworker
BOWL	2d	Potter
BRANDING IRON	18d	Metalsmith
BRANDY	4d/gs	Innkeeper
BRANDY/Hogshead	1800d	Innkeeper
BRASS	3d/lb	Miner
BREAD/rye	¼d/loaf	Miller
BREAD/wheat	½d/loaf	Miller
BRIDLE	12d	Ostler
BRONZE	4d/lb	Miner
BROOM	1d	Thatcher
BRUSH	3d	Chandler
BUCKET	4d	Woodcrafter
BUCKRAM/cloth	10d/sy	Clothier
BUNS	½d/dz	Miller
BUTTER	½d/lb	Farm/Market
CABINET	144d	Woodcrafter
CALF	60d	Farm/Market
CANDLES/Tallow	3d/lb	Chandler
CANDLES/Beeswax	24d/lb	Chandler
CANVAS	3d/sy	Shipwright
CANVAS STALLS	24d	Tentmaker
CARPET/wool	40d/sy +	Tentmaker
CART/2 wheels	80d	Woodcrafter
CAULDRON/iron	10d	Metalsmith
CHAIN	1d/ft	Metalsmith
CHAIR	12d	Woodcrafter
CHARCOAL	2d/hw	Charcoaler
CHEESE	1d/lb	Farm/Market
CHICKEN	2d/lb	Farm/Market
CHICKEN/live	6d	Farm/Market
CHISEL	6d	Metalsmith
CIDER	¼d/pt	Innkeeper
CIDER/Hogshead	80d	Innkeeper
COAL	6d/bl	Charcoaler
COFFIN	9d	Woodcrafter
COMB	2d	Chandler
COMB/horse	3d	Ostler
CONTRACT	12d +	Litigant
COPPER	2d/lb	Miner
COURT APPEARANCE	12d/day	Litigant
COURTESAN	12d/ev +	Courtesan
CRAB	1d/lb	Fisherman
CREAM	6d/gl	Farm/Market

CROWBAR	9d	Metalsmith
CUP	1d	Potter
DEED	18d	Litigant
DOG/Trained	24d	Breeder
DOG/Sled	30d	Breeder
DONKEY	120d	Ostler
DRUM	36d	Harper
DUCK	2d/lb	Farm/Market
DUCK/live	6d	Farm/Market
DYE/Tazach Purple	200d/oz	Clothier
DYE/Dragons' Blood	170d/oz	Clothier
DYE/Indigo (blue)	40d/oz	Clothier
DYE/Saffron (yellow)	160d/oz	Clothier
EGGS	2d/dz	Farm/Market
EMBALMING	200d +	Embalmer
FALCON/Trained	100d +	Falconer
FETTERS	6d	Locksmith
FIREWOOD	2d/hw	Charcoaler
FISH/cod	1d/lb	Fisherman
FISH/dried	2d/lb	Fisherman
FISH/eels	¾d/lb	Fisherman
FISH/herring	½d/lb	Fisherman
FISH/mackerel	¼d/lb	Fisherman
FISH/pike	1d/lb	Fisherman
FISH/salmon	2d/lb	Fisherman
FISH/salted	2d/lb	Salter
FISH/smoked	2d/lb	Fisherman
FISH/trout	1d/lb	Fisherman
FLAGON	4d	Potter
FLAIL/grain	3d	Metalsmith
FLOUR/rye	¼d/lb	Miller
FLOUR/wheat	½d/lb	Miller
FLUTE	18d	Harper
FRUIT/apples	¼d/lb	Farm/Market
FRUIT/berries	¾d/lb	Farm/Market
FRUIT/pears	½d/lb	Farm/Market
FRUIT/plums	¾d/lb	Farm/Market
FURS (see Hides)		
GLASS/pottery	12d +	Glassworker
GLASS/stained	12d/sf	Glassworker
GLASS/windows	2d/sf	Glassworker
GOAT	2d/lb	Farm/Market
GOAT/live	10d	Farm/Market
GOBLET/pewter	3d	Metalsmith
GOLD	6400d/lb	Miner
GOOSE	3d/lb	Farm/Market
GOOSE/live	9d	Farm/Market
GRANT OF ARMS	5000d +	Herald
GRAPPLE	10d	Metalsmith
GREASE	2d/lb	Chandler
GRINDSTONE	12d	Mason
HAM	2d/lb	Farm/Market
HAMMER	6d	Metalsmith
HARNESS/Ox	18d	Hideworker
HARNESS/horse	18d	Ostler
HARP	300d	Harper
HARPOON	40d	Metalsmith
HATCHET	6d	Metalsmith
HAY	6d/bl	Farm/Market
HERB/Alanal/hall.	6d/ds	Apothecary
HERB/Arva/Str.	120d/ds	Apothecary
HERB/Berilik/anes.	30d/ds	Apothecary
HERB/Doshenkana/pois.	15d/ds	Apothecary
HERB/Elprequir/aph.	12d/ds	Apothecary
HERB/Fanosel/narc.	30d/ds	Apothecary
HERB/Fletharane/hall.	20d/ds	Apothecary
HERB/Gaethipa/pois.	60d/ds	Apothecary
HERB/Habsulara/Int.	6d/ds	Apothecary
HERB/Hreyochor/fert.	30d/ds	Apothecary
HERB/Joldraiven/eq.	150d/ds	Apothecary
HERB/Kargele/heal.	150d/ds	Apothecary
HERB/Lavaryctia/sop.	30d/ds	Apothecary
HERB/Leortevald/pois.	8d/ds	Apothecary
HERB/Metysso/ink	40d/ds	Apothecary
HERB/Olrui/stim.	26d/ds	Apothecary
HERB/Perigwar/aph.	30d/ds	Apothecary
HERB/Quessel/anti.	30d/ds	Apothecary
HERB/Rasakile/cont.	6d/ds	Apothecary
HERB/Stiltrassa/em.	60d/ds	Apothecary
HERB/Tasparth/ord.	3d/ds	Apothecary
HERB/Teranya/eye	30d/ds	Apothecary
HERB/Tirageyth/narc.	15d/ds	Apothecary
HERB/Wylorafina/pois.	30d/ds	Apothecary
HERB/Yulpris/unan.	600d/ds	Apothecary
HERB/very common	3d/oz	Apothecary
HERB/common	6d/oz	Apothecary
HERB/uncommon	12d/oz	Apothecary
HERB/rare	60d/oz	Apothecary
HERB/very rare	120d/oz	Apothecary
HIDE/beaver	30d	Hideworker
HIDE/calf	16d	Hideworker
HIDE/deer	6d	Hideworker
HIDE/ermine/sable	30d	Hideworker
HIDE/exotic	120d +	Hideworker
HIDE/horse	10d	Hideworker
HIDE/lamb	3d	Hideworker
HIDE/otter/weasel	24d	Hideworker
HIDE/ox	12d	Hideworker
HIDE/pig	5d	Hideworker
HIDE/rabbit	1d	Hideworker
HIDE/reindeer	16d	Hideworker
HIDE/seal	24d	Hideworker
HIDE/sheep	4d	Hideworker
HOE	3d	Metalsmith
HONEY	12d/gl	Farm/Market
HORN/hunting	20d	Hideworker
HORN/musical	72d	Harper
HORN/narwhale	60d/lb	Whaler
HORSE/cart	180d	Ostler
HORSE/plough	240d	Ostler
HORSE/riding	360d	Ostler
HORSE/war	600d +	Ostler
HORSEMEAT	1d/lb	Farm/Market
HORSESHOE	1d	Metalsmith
INCENSE	12d/lb +	Perfumer
INK/black	3d/qt	Lexigrapher
INK/blue	4d/qt	Lexigrapher
INK/green	4d/qt	Lexigrapher
INK/brown	5d/qt	Lexigrapher
INK/red	6d/qt	Lexigrapher
IRON (pig)	1d/20lbs	Miner
IVORY	75d/lb	Jeweller
KEYS	2d +	Locksmith
KNIFE/kitchen	6d	Metalsmith
LACE	50d/yd	Clothier
LADDER/8ft	6d	Woodcrafter
LAMB	3d/lb	Farm/Market
LAMB/live	6d	Farm/Market
LANTERN	12d	Chandler
LARD	1d/lb	Farm/Market
LEAD	¼d/lb	Miner
LEATHER/tanned	12d/sy	Hideworker
LINEN (Harnic)	4d/sy	Clothier
LINEN (Emelrene)	28d/sy	Clothier
LOCK	4d +	Locksmith
LOCKBOX	12d +	Locksmith
LUTE	200d	Harper
LYRE	120d	Harper
MAPS	12d +	Lexigrapher
MAST	6d/ft	Shipwright
MEAD	¼d/Pt	Innkeeper
MEAD/Hogshead	140d	Innkeeper

PRICES 4

MEAL/Cold	¾d	Innkeeper
MEAL/Hot	1d	Innkeeper
MILK/cow	3d/gl	Farm/Market
MILK/goat	2d/gl	Farm/Market
MILK/sheep	2d/gl	Farm/Market
MULE	180d	Ostler
MUTTON	1d/lb	Farm/Market
NAILS	2d/lb	Metalsmith
NET	60d/fa	Shipwright
OAR	5d	Shipwright
OATCAKE	¼d/dz	Miller
OATMEAL	¼d/lb	Miller
OATS	4d/bl	Farm/Market
OIL/cooking	3d/gl	Chandler
OIL/lamp	12d/gl	Chandler
OIL/whale	12d/gl	Whaler
OIL/rose	20d/oz	Perfumer
OIL/myrtle	25d/oz	Perfumer
OIL/cinnamon	60d/oz	Perfumer
OLIVES	8d/lb	Market
OPIATES	100d/oz +	Apothecary
OX/COW	96d	Farm/Market
OYSTERS	½d/lb	Fisherman
PAINT	20d/gl +	Chandler
PALANQUIN	100d +	Woodcrafter
PAN/copper	12d	Metalsmith
PARCHMENT/scroll	2d/sf	Lexigrapher
PERFUME	6d/oz +	Perfumer
PEWTER	3d/lb	Miner
PHEASANT	2d/lb	Farm/Market
PICK	8d	Metalsmith
PIES/fruit	¾d	Miller
PIES/meat	1d	Miller
PIG	24d	Farm/Market
PIPE/smoking	2d	Potter
PIPES	60d	Harper
PITCHFORK	6d	Metalsmith
PLATE/tin	2d	Potter
PLATE/pewter	5d	Metalsmith
PLOUGH	48d	Woodcrafter
PORK	2d/lb	Farm/Market
PROSTITUTE	1d/ev	Prostitute
PURSE/buckram	9d	Clothier
PURSE/silk	60d	Clothier
QUILL	1d	Lexigrapher
QUIVER	8d	Hideworker
RABBIT	1d/lb	Farm/Market
RAZOR	6d	Metalsmith
ROPE	1d/ft	Shipwright
RUSSET/cloth	12d/sy	Clothier
RYE	6d/bl	Farm/Market
SACK/linen	½d	Tentmaker
SACK/buckram	1d	Tentmaker
SADDLE/riding	80d	Ostler
SADDLE/war	240d	Ostler
SALT	¼d/lb	Salter
SANDALS	8d	Hideworker
SCABBARD	48d	Hideworker
SCALES	72d +	Jeweller
SCONES	½d/dz	Miller
SCYTHE	24d	Metalsmith
SEAL/signature	36d	Lexigrapher
SEAWEED/dolce	6d/lb	Fisherman
SERGE/cloth	6d/sy	Clothier
SHEEP	12d	Farm/Market
SHOEING/horse	2d/one	Ostler
SICKLE	10d	Metalsmith
SILK/cloth	72d/sy	Clothier
SILVER	320d/lb	Miner
SKIS/wood	42d/pr	Woodcrafter
SLAVE/labourer	240d +	Slaver

SLAVE/pleasure	300d +	Slaver
SLAVE/gladiator	480d +	Slaver
SLED	80d	Woodcrafter
SNOWSHOES	36d/pr	Woodcrafter
SOAP	1d/oz	Perfumer
SPADE	8d	Metalsmith
SPICE/Alum	16d/oz	Apothecary
SPICE/Ginger	30d/oz	Apothecary
SPICE/Pepper	36d/oz	Apothecary
SPICE/Bdellium	40d/oz	Perfumer
SPICE/Cinnamon	40d/oz	Apothecary
SPICE/Camphor	50d/oz	Apothecary
SPICE/Nutmeg	50d/oz	Apothecary
SPICE/Frankincense	70d/oz	Perfumer
SPICE/Ginseng	170d/oz	Apothecary
SPICE/Lashu Powder	180d/oz	Apothecary
SPICE/Myrrh	150d/oz	Perfumer
SPICE/Nard	100d/oz	Perfumer
SPONGES	45d/ea	Apothecary
SPURS	18d	Metalsmith
STABLING	1d/day	Ostler
STABLING/with feed	2d/day	Ostler
STEEL	1d/lb	Miner
STONES	½d/8cf	Mason
STONES/fine	1d/8cf	Mason
STONES/marble	3d/8cf	Mason
SUGAR	60d/lb	Apothecary
SWAN	3d/lb	Farm/Market
SWAN/live	12d	Farm/Market
TABLE	36d	Woodcrafter
TANKARD/pewter	4d	Metalsmith
TAR	9d/gl	Chandler
TEA	35d/oz	Apothecary
TENT/sleeps two	27d	Tentmaker
TENT/pavilion	200d +	Tentmaker
TIN	2d/lb	Miner
TINDERBOX	6d	Chandler
TRUNK	12d	Woodcrafter
URN/5 gallon	12d	Potter
VASE	4d	Potter
VEAL	3d/lb	Farm/Market
VEG./peas	¼d/lb	Farm/Market
VEG./cabbage	½d/lb	Farm/Market
VEG./lentils	½d/lb	Farm/Market
VELLUM/scroll	2d/sf	Lexigrapher
VENISON	3d/lb	Farm/Market
VETCHES	4d/bl	Farm/Market
WAGON/4 wheels	220d	Woodcrafter
WAX/candle	1d/lb	Chandler
WHALEBONE	6d/lb	Whaler
WHEAT	8d/bl	Farm/Market
WHEEL	18d	Woodcrafter
WHEEL/iron rim	30d	Woodcrafter
WHEELBARROW	10d	Woodcrafter
WHIP	12d	Hideworker
WILL	24d	Litigant
WINE	¾d/gs	Innkeeper
WINE/hogshead	400d	Innkeeper
WINESKIN	10d	Hideworker
WOOD/ash	12d/10cf	Timberwright
WOOD/birch	4d/10cf	Timberwright
WOOD/cedar	8d/10cf	Timberwright
WOOD/elm	10d/10cf	Timberwright
WOOD/fir	12d/10cf	Timberwright
WOOD/larch	6d/10cf	Timberwright
WOOD/maple	14d/10cf	Timberwright
WOOD/oak	16d/10cf	Timberwright
WOOD/pine	8d/10cf	Timberwright
WOOD/spruce	6d/10cf	Timberwright
WOOL/raw	4d/lb	Farm/Market
WORSTED/cloth	24d/sy	Clothier

GAMETIME

It is necessary to draw a firm distinction between real time and game time. Game time will sometimes pass at a faster rate than realtime, sometimes slower. During mundane periods of a character's life, game months may pass in a few minutes of real time; during combat or other crisis activity, five minutes of game time can take an hour of real time.

CALENDARS

Game time must be consistent in its units of measure and players must be given full information on the calendar used. On Harn/Lythia the Tuzyn Calendar prevails. Dates in "Tuzyn Reckoning" are indicated by the notation "TR" before or after the year, although if no indication is given, the "TR" may be assumed. The calendar is dated from the foundation of the Kingdom of Melderyn. Years prior to this are indicated by the term "BT" which stands for "Before Tuzyn". All publications in the Harn environmental system assume that the "current game year" is 720 TR.

MONTHS & DAYS

The Tuzyn calendar divides the year into twelve, thirty day, lunar months. A full moon (Yaelah) occurs on the fifteenth of each month, and a new moon (Yaelmor) on the thirtieth. The year begins with the vernal equinox, the first day of Spring. The names of the months have religious origin and are as follows:

Spring	Summer	Autmun	Winter
1. Nuzyael	4. Nolus	7. Azura	10. Ilvin
2. Peonu	5. Larane	8. Halane	11. Navek
3. Kelen	6. Agrazhar	9. Savor	12. Morgat

Tuzyn Reckoning does not have a seven day week. A "tenday" (three per month) is commonly used, and a "Hinyael" (fifteen days) is met with occasionally.

In some regions the days are given names of their own, but there is nowhere near the conformity there is with month names. A day has twenty four hours, divided into sixty minutes of sixty seconds each.

WATCHES

It is convenient to divide the twenty four hour day into six four hour watches. The first watch runs from midnight to 4am, the second from 4am to 8am, and so on. Several of the routines of play are organized around the watch.

THE ROUTINES OF PLAY

The following routines of play have proven to be best for roleplaying with Harn. The GM should determine, in order:

[1] The Environ
[2] Time Scale
[3] Weather
[4] Encounters
[5] Movement
[6] Mapping/etc.

[1] ENVIRONS

At any given instant, the players will be in one of several distinct types of Environ. The environ type determines the liklihood and nature of encounters, speed of movement, as well as the general routine. The types of Environ are as follows:

THE URBAN ENVIRON

The players are within a built-up area, such as a town. The time tick is one minute during which a typical party can travel 250 feet, one inch on a local map.

THE RURAL ENVIRON

The group is in cropland/pasture, regions with manors, villages, etc. The time tick is normally one watch. Movement rates are given on the movement table.

THE WILDERNESS ENVIRON

The wilderness is land without any permanent settlements, or very few of them. It includes forests, mountains, and deserts, which may be populated by nomadic human tribes. The time tick is one watch. Movement rates are given on the movement table.

THE HIGHWAY ENVIRON

The party is on/near a highway or well travelled trail which crosses a rural or wilderness environ. The normal time tick is one watch. Movement rates are given on the movement table.

THE UNDERWORLD ENVIRON

The characters are exploring caves, underground ruins, tombs, etc. The time tick is one minute, during which a typical party can travel 100 feet, 10cm on an interior scale map, or one 1cm on a local scale map of the Harn system.

THE SEALANES ENVIRON

The characters are aboard a ship or boat in commonly sailed coastal waters or on a river. The time tick is one watch. The distance that can be travelled depends on the weather, vessel, crew, and pilot.

THE OPEN SEA ENVIRON

The characters are aboard a ship or boat, out of sight of land, and away from commonly travelled sea routes. The time tick is one watch. The distance that can be travelled depends on the weather, vessel, crew, and pilot.

THE SAFE ENVIRON

The Safe environ is a special case. The characters are located somewhere where they are relatively safe, perhaps at home or resident in a tavern. Players will seek a safe place to recover from wounds, rest and relax, study or divide spoils, and so on. The idea of the Safe Environ, defined by the GM, is to allow the passage of time quickly. The time tick is one full day (24 hours). The players do not move, but may occasionally venture forth (changing environs). If an encounter is generated in the safe environ, 1d6 may be rolled to determine the watch in which it occurs.

[2] TIME TICKS

As noted, the passage of game time varies according to the environ. The most common time tick is one watch (four hours), but sometimes a minute is used, sometimes a day. However, the time tick used in any given environ is always a matter of GM discretion and subject to change depending on the situation in which the PCs find themselves. When faced with a crisis situation, such as combat, the time tick is ten seconds regardless of the environ. Similarly, the one minute time tick is recommended for the urban environ, but this is NOT meant to imply that that each hour is handled minute by minute. If characters are asleep, or generally "killing-time" inside a town, a time tick of one watch will normally suffice; if they pick a fight with some local heavies, ten second time ticks will be required.

[3] WEATHER GENERATION

If weather is likely to be significant, a new weather report should be generated at the beginning of each watch, to apply (generally) throughout the watch. Beacuse weather is regional in nature, weather generation tables are provided in regional modules of the Harn environmental system. A weather report should include the following:

SKY	Clear, Cloudy, Overcast, or Foggy
TEMP	Freezing, Cold, Cool, Warm, or Hot
WIND	from the N, NE, SE, S, SW, or NW Calm, Light, Steady, Gale, or Storm
RAIN	None, Showers, or Steady

Other meteorological effects such as snow, sleet, hail, and thunderstorms may also be included as necessary.

[4] ENCOUNTER GENERATION

The GM is in the best position to judge the chance of an encounter during the upcoming time tick, be it a minute, watch, or day. In general, only significant encounters need be detailed. Scores of people may be encountered while walking through a busy marketplace, but only a few will accost the players. If an encounter is generated by the Encounter Tables, it is assumed to be at least potentially significant.

A direct attack on the player-characters by an angry bear is always significant. A wild deer wandering through camp may only be significant if the characters need food. A peddlar may not represent a threat, but the characters may be in the market for his wares. A cleric met on a town street will probably take no notice of the PC, but in the wilderness he may wish to converse.

Encounters are considered to be instantaneous in the urban and underworld environs, but may be future events in others. At the beginning of each watch, the GM rolls to determine if an encounter will occur. If so, he then rolls 1d8 to determine in which half hour it will occur; 1d30 will generate the precise minute if desired. Naturally, if the PCs move through several different environs, or change environs, before the "scheduled" encounter does occur, the GM must use discretion. For more information on encounters, and tables to generate them, see the "Encounters" article.

[5] MOVEMENT

The GM should ask the players in which direction they wish to travel. Using the table provided (see page 7) the gamemaster can then calculate how far the party can travel, allowing for environ, weather, and transport mode, until the next encounter scheduled (if any) or the end of the watch. He then moves the party on his GM map (a small piece of acetate with a dot in the center makes a good marker) and describes the terrain crossed to the players who may map it.

The movement rates given on the Movement Table assume the party is moving at a steady pace for one watch. For many reasons, the players may not wish to move at this speed or at all. They will not usually move at night: 1st and 6th watches in summer; 1st, 2nd, 5th, and 6th watches in winter; and an average of these seasons for Spring/Fall. This will vary with latitude, but may be assumed to be constant for all of Harn.

[6] MAPS & MAPPING

Maps and mapmaking are an integral part of roleplaying. There are several different types of map, each with its own specific form and purpose. The keys and scale used in maps are determined by the GM. Modules in the Harn/Kethira environmental system include carefully designed mapping systems that have been developed specifically for FRP.

REGIONAL MAPS

Regional maps cover large regions such as Harn in some detail. The GM and player will have different versions of such maps:

GM REGIONAL MAP

The GM regional map is the master map of the area of the fantasy world where the action takes place. Each regional module of the Harn/Kethira system contains at least one such regional map in full colour, drawn on 1cm hexpaper with each hex being equal to 20km (12.5 miles) or five Harnic Leagues. The regional map shows vegetation, topography, rivers, roads/trails, and major settlements. One regional map can keep players busy for a long time if they fully explore all the details and peculiarities of a region.

PLAYER REGIONAL (MEMORY) MAP

This is the PC's own version of the GM regional map. It is drawn on blank hexpaper and shows only the areas he has personally travelled through. Hence, they may be referred to as "memory maps". Players should be forbidden to copy or even examine each others' memory maps, unless their characters have shared experiences. Note: See Cartography (Skills 13).

ATLAS MAPS

The atlas map is similar to a regional map except that it shows part of a region in greater detail. Atlas maps generally cover a kingdom or large province and show detail such as manor/villages, streams, rural tracks, tollhouses, etc. Most kingdom modules in the Harn environment series contain such maps; their scale varies to suit the area covered.

LOCAL MAPS

Local maps cover a small area of special interest such as a village, castle, town, or ruin. They are drawn to a scale of 1mm:10 feet and are able to show the locations of small buildings and other detail. Any point of interest where the players are to adventure should be covered by a local map.

COMMON LOCAL MAP

Many Harnica modules contain full colour maps of prominent local sites or settlements. These represent a special kind of memory map which may be examined by any player whose character is present. The amount of detail shown is roughly equivalent to what could be perceived by an observer. Whenever PCs enter the site, the common local map is laid out in plain view, with a marker to show their location(s).

GM LOCAL MAP

These are black and white versions of the common map, with all important details numbered and explained. Such numbers are specifically excluded from the common map to prevent PCs from "chasing the numbers". As with all GM maps, they should be kept secret from the players, who must explore the common map to discover any details.

PLAYER LOCAL MAP

A personal local map given to each player/group when they enter the local site for the first time. Harnica modules contain such maps, designed for photocopying. Players may then record and key any details they discover by exploration as a permanent (memory) reference.

INTERIOR MAPS

These maps are used to show the interiors of rooms or small caverns, with details such as the types and arrangement of furniture, doors, walls, stairs, etc. They are called interior maps, but they may also be used to detail small outdoor areas. The recommended map scale is 1mm:1 foot.

GM INTERIOR MAP

The GM interior map is kept secret from the players since it shows the details they are supposed to discover by exploration. Harnica modules provide a selection of GM interior maps for castles, keeps, taverns, temples, caverns, etc.

PLAYER INTERIOR MAP

When a PC first enters a mapped interior/area, he is given a sheet of blank paper (or metric gridpaper) on which to record any details of the plan as he discovers them. Obvious and visable physical features may be freely given to the PC. This is a memory map kept for permanent reference.

POETIC MAPS

Poetic maps are intended as facsimiles of actual maps created by cartographers in the fantasy environment. That is, a poetic map is the kind of thing that a character could purchase from another character or from a lexigrapher or cartographer. They are considered to be actual items in the game; if the map is lost, destroyed, or stolen in the course of play, the player loses his facsimile. Poetic maps are not memory maps. When PCs are in the same place at the same time, they may show each other their poetic maps.

HELPING THE PLAYERS TO MAP

Making and improving memory maps are major parts of roleplaying. These activities may be destressed to a certain degree, but since they represent accrual of knowledge, they are usually welcomed by PCs.

GMs can give their players different amounts of help to create and maintain their memory maps. They can simply describe what the PCs can see and let them map as best they can. However, it is generally better if the GM copies information from his own maps directly to player maps. This will eliminate confusion arising from poor mapping techniques.

GROUP MAPPING & RECORDS

In theory every player should have a distinct set of memory maps and be forbidden to study those of other players. In practice, when several players are operating as a group, they may specialize. One player can maintain common memory maps, another can record common possessions and provisions, and another can keep a common player journal, etc. If someone leaves the group for a period of time he must update his own memory maps and journal to include the common information. If he rejoins the group, or a new PC joins the group, the GM must determine how much of the group's common information can be shared. It may be necessary to pause, have all players in the existing group update their own memory maps/etc., and restart a common set from scratch.

CAMPAIGN TIME

In an ongoing fantasy campaign, different players or groups often move through time at different rates. Some groups roleplay more often than others. Some groups may get bogged down in a thirty minute (gametime) crisis that takes the entire session to resolve, while another skips through several months of game time. Even if you are handling only one group of players, they often part company, willingly or otherwise, and may as a result get separated in time. This creates several problems by itself, and unless you really enjoy headaches, retroactive time travel and action should be strictly avoided.

PERSONAL GAMETIME [PGT]

The GM must know not only where a character is, but also WHEN he is/was there. Once they start playing, players will each have a "Personal Game Time" [PGT]. Because players with different PGTs may wish to meet in the game or outside it, the GM must exercise great care in preserving the time flow. If this is not done, players with more advanced PGTs may unknowingly reveal key future information to players with less advanced PGTs.

PLAYER JOURNALS

It is strongly recomended that all players be required to keep legible journals to record their last known time and place. Journals are the easiest method of keeping track of PGTs, and handy to record weather reports and encounters for each watch. We have provided a sample journal page (page 5) which may be photocopied for personal use.

GAMEMASTER TIME [GMT]

The GM must always be aware of the PGT of his most advanced player/group in time. We call this GMT. Events prior to GMT are more or less fixed, while events to follow are subject to GM manipulation.

TIME FLOW

The GM must keep a time plot of all PCs and strive to keep them as close together in time as is possible. When a group begins a play session, their PGTs should be checked. If they are more than one month behind GMT, they should be caught up in time as soon as practical. This might be delayed if the group has a good reason to continue play in their current time, but try to ensure that the group playing has the most advanced PGT at the end of the session.

MANIPULATION OF TIME

To manipulate time the GM should invent a rationale for passing time as quickly as possible for the group. This may mean forcing players to kill time in some village when they really want to go off adventuring. Perhaps one of the players falls seriously ill and must recover, perhaps they are all arrested and imprisoned for a month or two. The GM should not, however, starve the group to death. If they require support for this period of time, the rationale should provide it, and the players should be told of background events as they come to pass. The idea is to pass time quickly, and players will rarely object to this if they earn a series of monthly development rolls in quick succession. Once the GM feels that the group is close enough to GMT, normal play may begin.

FUTURE HISTORY

The current game year for all Harn environment materials is 720 TR. Once players begin moving through time, it falls to the GM to extend the historical framework given. Since the possibilities of future history are endless, every GM will in fact be operating a unique version of Harn. Players may sneak a peek in some store as to what has happened, but they will have no idea what you plan for their futures.

EVENT GENERATION

Your FRP campaigns will benefit from a rich background of events which are external to the activities of your players. The societies of Harn and Lythia are complex and they should rarely revolve around the actions of a few headstrong adventurers. We recommend that GMs should always have one year of game time roughed out in advance of GMT. Don't get too specific - you may wish to change events later.

The following table may be used to randomly generate major events which the players may learn of by rumour or other means. Such events may give an opportunity for adventure and will certainly influence the lives of PCs from time to time. Players may rush off to slay some beast said to be terrorizing a village, join an army in time of war, or get caught in the middle of a plague or pirate raid.

EVENT CALENDAR

We have provided a sample Event Calendar which may be photocopied for personal GM use. The sheet is designed to record major events that have happened, or will happen if generated in advance. The calendar also serves as a quick reference chart and history of one game year. Events may be recorded for as many regions as desired. The calendar will help to avoid the embarassment of one group at GMT being smack in the middle of a rebellion, while another group passing through the same time/space in a later session is told "all is well".

RANDOM EVENT TABLE

Roll 1d100 once per game month for each important region. You may wish to roll less than once per month, or favour only some regions with monthly rolls. Some generated events will simply not "fit", or may be unlikely given a previous event. These may be ignored or the GM may improvise. The table gives a general event type and a few possible manifestations of these. When a major event is generated it may be wise to cease rolling for this region and let the event develop over time. Some events could reasonably last for years. The table is meant only to inspire the GM, not to dictate events. Use discretion.

SPG	SUM	AUT	WTR	EVENTS
01-02	01-03	01-02	01	STATE OCCASION Visit by dignitary State Wedding/etc. Tournament/Contest
03-04	04-05	03-04	02-03	EDICT Persecution Inquisition Witch Hunt
05-06	06-07	05-06	04-05	CIVIL UNREST Rebellion/Riots Major Intrigue
07	08	07	06	DEATH/ILLNESS Assassination Sickness/Death of Personage
08-12	09-11	08-09	07-08	WAR/RAIDS Border/Pirate Raid Invasion/Foreign War Civil War
13-15	12-14	10-12	09-13	TERRORIZATION Crime/Crimewave Marauding Creature Major Brigandage
16-17	15-17	13	n/a	EPIDEMIC Plague/Infestation (May Spread)
n/a	n/a	14-15	n/a	GOOD HARVEST Prices Collapse Population Growth
n/a	n/a	16-17	n/a	POOR HARVEST Famine/Food Shortage Food Riots Animal/Crop Blight
18-19	18-19	18-19	14-17	DISASTER Flood/Fire/Avalanche
20	20	20	18-20	FREAK WEATHER Drought/Heatwave Blizzard/Very Cold
21-22	21-22	21-22	21-22	MULTIPLE EVENTS (Roll 1d20 twice)
23-00	23-00	23-00	23-00	NO SPECIAL EVENTS

JOURNAL PAGE

YEAR

MONTH

LOG DAY	1st Watch Midnight to 4:00 am	2nd Watch 4:00 am to 8:00 am	3rd Watch 8:00 am to Noon	4th Watch Noon to 4:00 pm	5th Watch 4:00 pm to 8:00 pm	6th Watch 8:00 pm to Midnight
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15 ○ Yaelah						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30 ● Yaelmor						

PERMISSION TO PHOTOCOPY

EVENT CALENDAR

Year: ______

Location[1]: ________ ________ ________ ________ ________ ________

[2] Nuzyael						
[2] Peonu						
[2] Kelen[6]						
[3] Nolus						
[3] Larane						
[3] Agrazhar						
[4] Azura						
[4] Halane						
[4] Savor						
[5] Ilvin						
[5] Navek						
[5] Morgat						

1. The spaces can be used for various sizes of regions as GMs find most appropriate for generating events in their campaign [ie. kingdom (Kaldor), shire (Balimshire), or settlement (Kiban)].

2. Spring months.

3. Summer months.

4. Autumn months.

5. Winter months.

6 Ivinians call this month Saraju.

PERMISSION TO PHOTOCOPY

MOVEMENT

All movement rates are at GM discretion. The following is intended as a guide. All movement rates are given in LEAGUES PER WATCH, approximately equal to KM/HOUR. A Harnic League is 2.5 miles (4Km). Five leagues equal one hex on a regional map.

The table lists movement rates for various types of terrain under Flat, Hilly, or Mountainous topography. Foot means walking at a steady pace, horse means walk/trot when mounted, and cart/wagon rates assume average (see below) loads and draft animals. Generally, pack animals move at the Foot rate.

TERRAIN	Foot	Horse	Cart	Wagon
FLAT				
Paved Road	5	10	5	5
Unpaved Road	5	9	5	4
Trail	5	9	4	3
Cropland/Pasture	4	6	2	1
Mixed Woodland	4	6	2	1
Heathland	4	6	0.5	0.5
Mixed Forest	3	4	0.5	0.5
Needleleaf Forest	4	5	1	0.5
Swamp	1	1	0	0
HILLY				
Paved Road	4.5	9	4	4
Unpaved Road	4.5	8	4	3
Trail	4.5	7	2	1
Cropland/Pasture	3.5	5	1	0.5
Mixed Woodland	3.5	5	1	0.5
Heathland	3.5	5	0.5	0.5
Mixed Forest	2.5	2	0.5	0
Needleleaf Forest	3.5	3	0.5	0
MOUNTAINOUS				
Paved Road	3	6	3	2
Unpaved Road	3	6	2	1
Trail	3	5	1	0.5
Cold Woodland	2	4	0	0
Alpine Vegetation	2	4	0	0
Mixed Forest	1	1	0	0
Needleleaf Forest	2	2	0	0
Ice/Snow/Rockfield	1	2	0	0

WEATHER MODIFICATIONS

The prevailing weather conditions should modify movement rates at GM discretion. Rain falling for two or more watches, may create mud on trails and unpaved roads, reducing movement by 50%. Ground cover (ie. grass) will usually prevent mud, except for very heavy rain (one or more days). If there is no mud rain will reduce movement by 10-25%.

Deep (ankle to knee high) snow will reduce movement by 25-50%, but for roads/trails, reduce only 20% if hardpack. Snow deeper than knee high slows movement dramatically; for this, and for blizzards all movement should be, at most one quarter rate. Individuals wearing skis can move at Horse rate; snowshoes will generally negate the effects of powder snow and allow the user to move at foot rate.

FORCED MARCHES

A force march is moving for more than two watches per day, or moving at faster than normal rate over one or two watches. At GM discretion, movement rates may be increased by 25%, but this will require 10-20% additional food/water as noted below.

TRANSPORTATION

The table below lists the load capacity of various transport modes. Note that these are average capacities. Some of these may be leased from Caravan Masters as noted in the Mercantyler article.

MODE	LOAD
Porter	60 lbs
Horse	200 lbs
Donkey	220 lbs
Mule	250 lbs
Ox	300 lbs
Camel	400 lbs
Cart	2500 lbs
Wagon	8000 lbs
Sled	2000 lbs
Barge/etc	50 lbs/ft sq.

PORTERS

Human porters are not normally used on Harn or northwestern Lythia, but are fairly common in Anzeloria (southern Lythia). Where slavery is permitted, some caravan masters include slaves/porters with their expeditions, partly to haul goods, and partly as guards. The cost of hiring a porter is 1d per day. Porters require (approximately) five pounds of food and five pounds of water per day.

PACK/DRAFT/RIDING ANIMALS

Pack/draft/riding animals may normally move for two watches per day, but require one hour of rest, grazing, and watering after each watch of moving. If animals force march for one watch, they require two hours of rest, grazing, and watering after it. Grazing must occur in daylight hours; animals will not graze at night, but will eat fodder if provided.

If the proper resting periods are ignored, or if adequate food/water is not available, animals are subject to attrition. Expeditions sometimes carry fodder/water for their animals if grazing/water is likely to be insufficient, but this additional load must be allowed for, and the need for rest remains the same.

HORSE

These animals are sometimes used as pack/draft animals, but are more commonly used as mounts. The load noted is for the average workhorse; superior or inferior animals may be modified, and GMs may wish to modify for other types of horse (see Bestiary 7). Each animal requires about 15 pounds of (average) fodder and 80 pounds (8 gallons) of water per day. Higher or lower quality food will change the feeding requirements accordingly. Animals may founder, go lame etc; this is reflected as an event in the Encounter tables. If, however, the animal is force marched, the chance of foundering etc., is 2% per watch moved. Increase the base chance by 10% for each consecutive day of inadequate food/water. That is, a horse without sufficient food/water for three consecutive days has a 30% chance per watch of foundering. The GM must handle partial availabilty of food/water at his discretion. If a horse or other animal is denied food/water for any length of time they will tend, when food/water becomes available, to gorge themselves, resulting in bloating, illness, and in extreme cases death or incapacitation. GMs should generally try to prevent players using animals, particularly horses, as though they are four legged, maintenance-free, sports cars.

DONKEY

Rarely used as mounts, donkeys may be used as pack animals. Their daily requirments for food, water, foundering, etc., are similar to horses.

MULE

A crossbred horse/donkey, the mule is an efficient pack animal, but almost impossible to train as a draft animal. On difficult routes, such as the Silver Way (Tashal/Azadmere), they are the common mode of transport. Mules require the same amount of food/water per day as horses. Their chance of foundering when force marched in 3% per watch moved.

OX

Sometimes used as pack animals, but more often as draft animals to pull wagons, carts, and ploughs. They are capable of pulling heavier loads than any other beast, but because of their sensitive, unshoeable hooves, they must be driven slowly and with great care. Each animal requires 35 pounds of food and 100 pounds of water per day. Their chance of foundering when force marching is 3% per watch moved, and 15% for each consecutive day of water/food shortage.

CAMEL

The most common beast of burden on the long distance caravan roads of Dalkesh and Beshakan. They are often used as mounts in those areas. Their movement rate is the same as for horses. Each animal requires 10 pounds of food and 70 pounds of water per day. Their humps contain a fat reserve which is burned under adverse conditions. They can last for some time with inadequate food and water depending on load and weather conditions. Camels are notoriously ill tempered and intractable; they will sometimes refuse to move for no apparent reason. Their chance of foundering when force marched is 3% per watch moved, and 10% for each consecutive day of food/water shortage after their hump is exhausted.

VEHICLES

There are dozens of different wagons used in western Lythia. For the sake of GM sanity, we have reduced these to two principal types (Carts and Wagons) defined below. Each vehicle requires a teamster, and varying numbers of draft animals.

CART

Defined as any two-wheeled vehicle for hauling goods. Their movement rate is generally the same as Foot rate on roads/trails, and they can be used on rougher trails than can wagons. Carts are generally pulled by a single ox, and the load and speed given assumes this. If a pair of oxen are used, increase load by 50%, but decrease speed by 10%. Horses may be used instead of oxen; for horses, decrease load by 20%, but increase speed by 50%. The chance of mechanical breakdown is 5% per watch moved. The GM may vary this based on terrain and force marching.

WAGON

Defined as any four-wheeled vehicle for hauling goods. Wagons can only be used on the best of roads and are almost useless for off-road travel. They are generally drawn by two oxen, and the load/speed given assumes this. If four oxen (never three) are used, or horses are used instead of oxen, percentage adjustments to load/speed are the same as for carts. The chance of mechanical breakdown is 8% per watch moved, varied as for carts at GM discretion.

SLED

Under snow/ice conditions, sleds move at double the Foot rate, but are, of course, useless without such conditions. Sleds are most commonly used in Ivinia and Altland, but are seen in other parts of Lythia when the climate is favourable. Sleds can be drawn by any draft animal, often by trained dogs. The load/speed given assumes a team of six dogs is roughly equivalent to one horse in food/water requirements. The chance of mechanical breakdown, dogs foundering, etc., is 2% per watch moved. Each consecutive day without food/water adds 10% to the chance of the dogs foundering. GMs may check for the team as a whole or individual dogs as desired.

BARGES

Ships and barges are the most efficient means of transport when their use is possible, roughly five times as efficient as land transport. In western Lythia barges are extensively used for moving goods on navigable rivers. The load capacity of a vessel is roughly equal to the square of its length (in feet) x 50 pounds. The common river barge, about 30 feet in length, could carry about 45,000 pounds (22.5 tons) of cargo. Barge movement rate depends on the speed of the current and whether the it is floating downstream or being pulled upstream. Detailed maritime movement rules are provided in the PILOT'S ALMANAC rules supplement available from Columbia Games.

CARAVANS & BAGGAGE TRAINS

Assuming the caravan master wishes to keep his charge together, the movement rate of any expedition is that of its slowest member. When caravans force march, or cannot provide adequate food and water for their livestock, rolling for individual animals is not practical. If the expedition force marches it has a 50% chance per day of taking 1d3 percent losses in livestock/wagons. In the event of food/water shortage, caravans lose 1% of livestock after one day, 2% after two, 4% after three, 8% after four, etc.

FREIGHT RATES

Some teamsters and ship owners offer freight service of goods between two points. They will generally join caravans/convoys when practical. Freight rates are expensive, largely due to the poor roads, and assorted high risks involved in the movement of goods by land or sea. As a general guide, it can be assumed that the freight rate per 20 Km (one hex on a regional map) is 1d/100 lbs by land transport and 1d/500 lbs by water transport.

TOLLS

Tolls may be levied by anyone who thinks he can collect them. Travellers passing through the smallest village, or the range of any tribe, may be challenged and ordered to pay a "toll". Such unofficial tolls may be avoided if the travellers are well armed. Throughout civilized Lythia, various authorities have established official tollhouses on major highways and caravan routes. Such tolls can vary, but standard rates are:

Per Man/woman afoot	0.25d
Per Horse/Mule/etc.	1.00d
Per Sheep/Goat/etc.	0.25d
Per Camel/Ox/etc	0.50d
Per Cart *	0.25d
Per Wagon *	1.00d

* Draft animals extra, one teamster free.

CHANCE OF ENCOUNTER

Roll 1d20 at the beginning of each "time tick" to determine if an encounter occurs; if roll is equal to, or greater than the number given (for the applicable environ, day/night) an encounter will occur.

Environ	Time Tick	Day	Night	Foot Move
Urban	1 minute	16+	19+	250 feet
Rural	1 watch	14+	19+	4 leagues *
Highway	1 watch	17+	19+	5 leagues *
Wilderness	1 watch	19+	20	4 leagues *
Sealanes	1 watch	19+	19+	variable
Open Sea	1 watch	20	20	variable
Underworld	1 minute	20	20	100 feet
Safe	24 hours	20	n/a	n/a

WHEN THE ENCOUNTER WILL OCCUR

All generated encounters should be randomly scheduled to the nearest minute (as necessary). If the time tick is a watch, roll 1d8-1 to determine the number of half hours and 1d30-1 for additional minutes into the watch. In the Safe environ, the watch may be randomly generated by rolling 1d6.

If an encounter occurs, a second roll may be made to determine whether a second encounter will occur. There is no reason why several encounters should not occur in the same move/time tick. Numbers in square brackets [ ], if present, indicate subtables that may be used to generate additional information, activities, etc.

ATTITUDES AND INITIATIVE

Some creatures are inherently hostile to humans and demi-humans, but most exhibit a variety of behaviours. If the GM has doubt as to how encountered creature(s) will behave, their attitude(s) may be randomly determined by rolling 1d100: the higher the roll the more "friendly" they will be. Of course, for some beasts, the friendliest thing they will do is simply go away.

It is also necessary to determine who sees whom first. If two parties encounter each other, a roll against Awareness (or some appropriate attribute) should be made to determine this. It is only necessary to roll for the individual in each group with the best Awareness (etc.). If the PC group spots the encounter first, they will have the option to evade, lay an ambush etc., depending on the time involved.

USEFUL ENCOUNTERS

Unless it would interfere with plot development to no purpose, each encounter should be considered significant. Peasants encountered sould be seeking aid, escaping from the law or service, or otherwise attempting to involve the PCs in their own activities. The PCs may send runaways on their way without taking interest, but their next encounter may be with the peasant's pursuers who may want to know why the felon was not apprehended in accordance with the law...

Sometimes a group of PCs will want encounters. If supplies are running low, a deer wandering into camp may be a godsend (if they can catch it).

SAFE ENVIRON ENCOUNTERS

Technically, there is no such thing as safe; bad things can happen anywhere. The safe environ is really a game device to help get through periods of inactivity, convalescence, and the like quickly. Since characters will spend much, if not most of their game lives in "safe" environs, a somewhat special approach is needed to handle encounters.

Sometimes a group will wait in a safe place for a particular event to happen, a friend who has been operating at a different time to arrive, for example. If there is a special scheduled event, the GM must handle with discretion, especially if there is a chance that it will not occur, which is often the case.

When a group does wait in safe environ, the GM has to inform them of background/historical events which occur, as they occur, or as they would hear of them. Background events may generate an end to the wait if, for example, the players decide to leave town when they hear that a plague has broken out.

The players may also be waiting for something unplanned for, an opportunity for adventure, a job to do and so on. Players often put out the word that they are available for employment ("have sword will travel") and this kind of tactic may cause people (NPCs) in need to seek their services.

The chance of an encounter in safe environs is five percent (5%) every twenty four hours. If an encounter is generated, determine the time of day first. This gives a clue to the kind of business involved. A merchant seeking caravan escorts is less likely to make an approach in the dead of night. A thief intent on robbing the group is unlikely to make the attempt at high noon. This is common sense, not a hard rule.

Hence, there are two basic types of encounter that may occur in a safe environ. The first is a background or relatively minor event that may be recorded and dealt with quickly by the players. This kind of event should not interrupt the flow of time for long. The second type of event will present an opportunity which may, if the players express enough interest, be developed into an adventure. If the GM needs to adjust the group's time plot, the timing of these events may be manipulated.

Any of the other encounter tables may be used in the safe environ; use the most appropriate. If the players are staying at a tavern, the Urban table is appropriate, and so on. It may be assumed that all encounters are significant approaches to the group; everyone will be seeking aid or employment, bringing messages, offering work, and so on.

ENCOUNTERS 2

URBAN ENCOUNTER TABLE

Lawful		Lawless		
Day	Night	Day	Night	Encounter
01	01	01-02	01-03	Beggar/Cripple/etc. [1]
02	02	03	04	Cartographer/Artist [1]
03-07	03-07	04-08	05-09	Cleric/s [4]
08-09	08	09	10	Crier (news/edict/etc).
-	09	10	11-12	Dogs/Rats [11]
10-11	10	11	13	Servant/Cook/etc. [1]
12-25	11-13	12-20	14-15	Farmer(s)/etc. [6]
26-30	14	21-24	16	Fisherman/monger [1]
31-33	15	25-27	17	Foreigner (Reroll)
34-55	16-26	28-42	18-27	Guildsman(men) [3]
56-57	27	43-44	28	Hunter/Trapper etc.[1]
58	28-32	45-47	29-34	Items from window...
59-63	33-44	48-58	35-54	Lia-Kavair [3a/5]
64-68	45	59-62	55	Labourer(s)/etc. [1]
69-78	46-61	63-70	56-61	Military [8]
79-83	62	71-76	62-63	Mob/Crowd/Assmebly [2]
84-85	63	77-78	64	Noble/Personage [7]
86-88	64	79-80	65	Local Official(s) [9]
89	65	81	66	Mercantyler [1/3a]
90	66-67	82-84	67-69	Pimp procuring/etc.
91	68-77	85-88	70-75	Prostitute
92	78-81	89	76-77	Ratter/Scavenger [1]
-	82-83	90	78-86	Street Ruffians [1/5]
93	84	91	87	Scribe/Scholar [1]
94	85-86	92-93	88	Slaver-Mercantyler [1]
-	87-91	94	89-91	Street Cleaner(s)
95	92	95	92	Teamster [1/3a]
96	93	96	93	Toymaker [1]
97	94	97	94	Unguilded Pedlar [1]
98	95-99	98	95-99	Unguilded Criminal [5]
99-00	00	99-00	00	Urchins/Children [1/2]

RURAL ENCOUNTER TABLE

Day	Night	Encounter
01-05	01-02	Local Lord/his men [1/8/10]
06-55	03-20	Farmer(s)/etc. [6]
56-60	21-40	Foresters seeking Poachers/etc. [1]
61-62	41-60	Poacher/Hunter/Trapper/etc. [1]
63-75	61-70	Reroll as "Highway"
76-95	71-90	Reroll as "Urban"
96-00	91-00	Reroll as "Wilderness"

HIGHWAY ENCOUNTER TABLE

Day	Night	Encounter
01-25	01-60	Reroll as Rural or Wilderness
26-35	61-63	Reroll as Urban
36-45	64-65	Journeyman/men (guilds) [3b]
46-55	66	Caravan with appropriate Escort
56-60	67-68	Pedlar (Mercantyler) [1/3b]
61-65	69-70	Cleric(s) - Pilgrimage/etc. [4]
66-70	71-80	Foresters hunting poachers/etc [1]
71-80	81-85	Soldiers on Patrol
81-85	86-94	Brigands/Highwayman/etc. [1]
86-90	95-96	Military [8]
91-95	97-98	Personage(s) [7]
96-00	99-00	Adventurer(s) [10]

WILDERNESS ENCOUNTER TABLE

Day	Night	Encounter/Hazard
01-20	01-15	Tracks/spore/Sounds (Reroll)
21-45	15-45	Local Tribes/patrols/etc.
46-47	46-48	Wild Dogs/Wolves/etc. [11]
48-49	49-51	Mountain Lion/Wild Cat/etc. [11]
50-51	52-53	Ursine: Bear [11]
52-54	54-55	Stag/Deer/Hind/etc. [11]
55	56-57	Wild/Stray Cattle/etc. [11]
56-57	58-59	Wild/Stray Sheep/Goats/etc. [11]
58-59	60-61	Wild/Stray Boar/Pig/etc. [11]
60-61	62	Avian:Eagle/Hawk/Falcon/etc.[11]
62	63	Equine [11/12]
63	64-66	Reptile [13/11]
64	67-69	Ivashu [15/11]
65	70-73	Ethereal [16]
-	74-75	Dryad: (Forest only).
66-82	76-79	Human Adventurer(s) [10]
83	80-88	Gargun (Wandering Band) [1/10]
84-85	89	Khuzdul Adventurer(s) [10]
86	90-91	Sindarin Adventurer(s) [10]
87-88	92	Geomorphic: Landslide/Bog/etc.
89-90	93	One/more of party gets lost.
91-92	94	Spoilage/Loss of food/etc.
93-94	95	Equipment loss/failure/horse lame
95-96	96-97	Sickness/food poisoning/etc.
97-98	98	Mutiny/dissent/argument/etc.
99	99	Plant Hazard (poison ivy etc.)
00	00	Slimes/Moulds/Fungi [14]

MARITIME ENCOUNTER TABLE

Seaway	Open	Encounter
01-30	01-10	Fishing Boat (80% local)
31-55	11-35	Merchantman (60% local)
56-80	36-60	Armed M'man/Pirate (50% local)
81-89	61-65	Warship (95% local)
90	66-67	Mutiny/dissent/argument
91	68-69	Maelstrom/freak current/etc.
92	70-72	Killer Whales (orcas)
93-94	73-77	Dolphins/Porpoises
95	78-81	Grey/Finback Whale/Sperm Whale
96	82-84	Humpback/Bowhead Whale
97	85-89	Right Whale
98	90	Narwhal
99	91-98	Seals/Walruses/Sealions
00	99-00	Sea Monster (GM discretion)

UNDERWORLD ENCOUNTER TABLE

1d100	Type of Encounter
01-10	Tracks/spore/Sounds (Reroll)
11-40	Resident Creature(s) (as applicable)
41-55	Reroll as "Wilderness" (as applicable)
56-65	Gargun (probably wandering band) [10]
66-70	Reptile(s): Snake/Dragon/etc. [13]
71-78	Ivashu [15]
79-85	Ethereal: Ghost/Demon/etc. [16]
86-90	Cave-in/Bad floor/etc.
91-92	One/more of party gets lost.
93	Failure/loss of equipment
94-95	Mutiny/dissent/argument/etc.
96-98	Slimes/Moulds/Fungi [14]
99-00	Other/Unique Creature(s) (GM discretion)

SUBTABLE 1: GENERAL ACTIVITIES

Day	Night	Activity
01-20	01-24	Eating/Drinking/Gambling/etc.
21-25	25	Going to/from market/church/work
26-30	26-30	To/from Visiting friends/etc.
31-35	31-35	Seeking/offering Directions
36-40	36-40	Seeking/offering Services
41-45	41-75	Camping/Seeking Lodgings/etc.
46-55	76-85	Offering Employment
56-85	86-90	Looking for work/Working
86-90	91-96	Escaping the law/service/etc.
91-95	97-98	On Errand/Bearing Message
96-00	99-00	Seeking/In a duel/fight/etc.

SUBTABLE 2: MOB/CROWD ACTIVITIES

Day	Night	Reason For Gathering
01-05	-	Auction/Impromptu Market/sale
06-10	01-10	Brawl/Looting/Rioting
11-15	11-15	Fight/Boxing Match/Duel
16-20	16-20	Hue and Cry
21-35	21-35	Juggler/Acrobat/Jester/Fool
36-40	-	Mob Sport-Soccer/greased pig etc.
41-55	36-50	Musician/Bard/Singer
56-60	51-55	Edict/Proclamation/Spectacle
61-70	56-60	Play/Puppet Show/Animal show
71-75	61-67	Political Orator/Debate
76-80	68-82	Procession/Funeral/etc.
81-85	83-87	Public Execution [Crime: 5]
86-90	88-97	Public Punishment [Crime: 5]
91-00	98-00	Religious Sermon/Orator/Debate [4]

SUBTABLE 3: GUILDS

Urban	Other	Guild	Urban	Other	Guild
01	01	Apothecary	41-49	25-31	Mercantyler
02	02	Alchemist	50-59	32-41	Metalsmith
03	03	Astrologer	60-61	42-59	Miller
04-05	04	Chandler	62	60-69	Miner
06	05-06	Charcoaler	63-66	70-72	Ostler
07-12	07-08	Clothier	67	73	Perfumer
13	09	Courtesan	68-69	74	Physician
14	10	Embalmer	70	75	Pilot
15	11	Glassworker	71-78	76-79	Potter
16-17	12	Harper	79-80	80-81	Salter
18	13	Herald	81	82	Seaman
19-23	14-16	Hideworker	82	83	Shek-Pvar
24-27	17-18	Innkeeper	83	84	Shipwright
28-29	19	Jeweller	84	85	Tentmaker
30	20	Lexigrapher	85	86	Thespian
31-35	21	Litigant	86	87-89	Timberwright
36	22	Locksmith	87-89	90	Weaponcrafter
37-40	23-24	Mason	90-00	91-00	Woodcrafter

Guild	Ranks	Guild	Activities
01-20	Apprentice(s)	01-30	At/seeking work
21-65	Journeyman(men)	31-40	On errand
66-80	Bonded Master	41-50	Seeking materials
81-95	Freemaster	51-55	Seeking employees
96-99	Syndic	56-65	Delivering goods
00	Guildmaster	66-00	Other [1/10]

SUBTABLE 4: CLERICS

1d100	Clerical Rank/Assignment
01-15	Acolyte(s)/Novice(s)
16-30	Mendicant Lay-brother(s)/sister(s)
31-40	Mendicant Friar/etc.
41-60	Deacon(ess)/etc.
61-70	Mendicant Priest(ess)
71-85	Temple Priest(ess)
86-96	High Priest(ess) with attendant(s)
97-99	Bishop(ess) with attendant(s)
00	Primate/Pontiff/Archbishop(ess)

1d100	4a: Clerical Activities
01-10	Ministering flock/dispensing alms/etc.
11-15	Inspecting Church property/lands/etc.
16-20	Preaching/about to preach/etc.
21-30	Meditating/At prayer/etc.
31-40	Seeking Victims for Rituals/etc.
41-50	Inquisiting after Heretics/Apostates/etc.
51-60	Begging/Soliciting alms (as applicable).
61-00	Non-church related [1]

SUBTABLE 5: CRIMINAL ACTIVITIES

Day	Night	Activity
01-10	01-10	Collecting Extortion/etc.
11-15	11	Collecting dues/Patrolling/etc.
16-35	12-13	Pursecutting/Stalking a mark/etc.
36-45	14-20	Con job/gambling/touting/etc.)
46	21-45	Burgling/casing job/etc.
47	46-60	Moving/smuggling goods/contraband
48	61-62	Assassin Stalking Prey/etc.
59-00	63-00	Non-criminal activity [1/3b]

SUBTABLE 6: PEASANT/RURAL FOLK

01-05	Agricultural Slave
06-10	Serf/Very Poor Thrall
11-20	Cottager/Poor Thrall
21-45	Half-Villein/Average Thrall
46-70	Villein/Wealthy Thrall
75	Reeve (Chief Serf/Thrall)
76-80	Farm Worker (free)
81-90	Freehold (Tenant) Farmer
91-95	Yeoman (freehold farmer)
96	Thatcher
97-98	Woodcutter/Iceman
99-00	Forester(s)

Day	Night	6a: Activities
01-05	01-15	Running Away (seeking protection?)
06-30	16-20	Travelling to/from work/market
31-70	21-25	At work (making/selling goods)
71-85	26-30	Herding Livestock (as applicable)
86-00	31-00	At leisure (non-work related) [1]

SUBTABLE 7: NOBLES/PERSONAGES

01-75	Enfoeffed Knight/Patrician
76-85	Grandmaster/Officer of Fighting Order
86-95	Duke/Earl/Baron/Great Patrician/etc.
96-00	King/Emperor/Tribal Chieftain/etc.

SUBTABLE 8: MILITARY ENCOUNTERS

01-50	Local Garrison/Guard/Patrol/etc.
51-60	Militaman/men
61-75	Legionaire(s)/Man(men) at arms
76-84	Mercenary
85-88	Naval Seamen/Marines (as applicable)
89-90	Swordmaster/Sapper/Archer/etc.
91-95	Gladiator (free)
96-00	Knight-Batchelor (landless)

Day	Night	8a: Military Activities
01-45	01-60	On Guard/Patrol
46-50	61-65	Bearing Message/moving cargo
56-60	66	Training/On Manoeuvres/etc.
61-65	67-69	Recruiting
66-70	70	Investigating Crime/etc.
71-80	71-75	Seeking Employment
81-95	76-95	Off Duty [1]
96-00	96-00	Absent without leave [1]

SUBTABLE 9: OFFICIALS

01-20	Bailiff/Sheriff/Constable
21-55	Mayor/Alderman/Town Bureaucrat
56-70	Judge/Magistrate/Royal Official
71-80	Gaoler/Executioner (with prisoners?)
81-00	Reeves/inquisitors

1d100	9a: Official Activities
01-25	Collecting/Assessing Taxes
26-60	Inspecting businesses/public works/etc.
61-75	Investigating crime
76-00	Off Duty [1]

SUBTABLE 10: ADVENTURERS

Day	Night	Adventurer Activities
01-05	01-70	Camping/Seeking Accommodation/etc.
06-20	71	Exploring/seeking Adventure
21-55	72-73	Questing/Crusading/Geas/etc.
56-60	74-75	Seeking Directions/Protection
61-67	76-85	Escaping Persecution/The Law/etc.
68-70	86	Looking for Trouble/Joust/etc.
71-80	87-93	Hunting Criminals/Runaways/Game
81-90	94	Escorting Cargo/Treasure/etc.
91-93	95-96	In Distress/Under Attack/etc.
94-96	97-98	Caring for Wounded/Dead
97-98	99	Preparing/Springing Ambush/etc.
99-00	00	Dividing Loot after fight/etc.

SUBTABLE 11: ANIMAL ACTIVITIES

01-50	Sleeping/Hibernating/Dormant
51-85	Stalking/Hunting Prey or Fleeing Predator
86-00	Eating Kill/Grazing/Foraging/Hunting/etc.

SUBTABLE 12: EQUINES

01-95	Wild Horses/Ponies [11]
96	Centaurin [1/11]
97	Unicorn [11]
98-99	Hirenu (Hippogriff) [11]
00	Unique Equine [GM discretion]

SUBTABLE 13: REPTILES/Etc.

01-10	Ordinary Reptiles/Lizards [11]
11-50	Ordinary Snakes (non-poisonous) [11]
51-80	Ordinary Snakes (poisonous) [11]
81-90	Ordinary Snakes (constrictor) [11]
91-96	Yelgri (Harpie) [11]
97-99	Wyvern/Ilme (as applicable) [11]
00	Dragon [11]

SUBTABLE 14: FUNGI/SLIMES

01-35	Langlah (Gray Ooze)
36-65	Lurishi (Ochre Mould)
66-95	M'nogai (Green Slime)
96-00	Other/Unique fungi/slime

SUBTABLE 15: IVASHU

Day	Night	Type of Ivashu
01-25	01-15	Aklash [11]
-	16-40	Hru (The Rock Giant) [11]
26-50	41-65	Nolah (Troll) [11]
51-60	66-75	Umbathri (Gargoyle)
61-95	76-95	Vlasta (the Eater of Eyes) [11]
96-00	96-00	Unique/Rare Ivashu

SUBTABLE 16: ETHEREALS

Day	Night	Type of Ethereal
01-15	01-10	Elmithri (Water Sprite/s)
16-50	11-20	Asiri (Kami/Air Sprite/s)
51-60	21-30	Elemental (as applicable)
61-69	31-40	Salamander (as applicable)
70	41	Djinn/Efreet (as applicable)
71-84	42-60	Shade/Ghost/Astral Entity/etc.
85	61-80	Amorvrin (Undead)
86-90	81-90	Possessed Entity/Zombie (as app.)
91-95	91-95	Demon/Demigod (as applicable)
96-00	96-00	Unique/Rare Ethereal (GM Option)

SUBTABLE 17: DEMONS/DEMIGODS

Day	Night	Allegiance/Status
01-05	01-06	Servant of Agrik
06-10	06-10	Servant of Halea
11-15	11-15	Servant of Ilvir
16-25	16-18	Servant of Larani
26	19-35	Servant of Morgath
27	36-53	Servant of Naveh
28-55	54-55	Servant of Peoni
56-60	56-60	Servant of Sarajin
61-65	61-65	Servant of Save-K'nor
66-70	66-70	Servant of Siem
71-95	71-95	Independent Demon/Demigod
96-00	96-00	Bound/Trapped Demon/Demigod

1d100	17a: Demon/Demigod Rank/Power
01-75	Minor Demon/Demigod
76-90	Intermediate Demon/Demigod
91-00	Major Demon/Demigod

BESTIARY

The following bestiary contains most of the unique creatures found on Harn and western Lythia. It is not, nor is it intended to be, a definitive list of beasts, but it does include most creatures that can be generated by the Encounter Tables.

FORMAT

Each creature in the bestiary is presented in a capsule format. A brief description of the creature's appearance, eating habits, behaviour, etc., is usually given, and an illustration is sometimes provided.

Average attributes and skills are also provided for each creature. We stress that all statistics given are average, GMs should vary them up or down as he deems appropriate. Only certain attributes are given, they are, in order: strength, endurance, dexterity, agility, speed, eyesight, hearing, smell/taste, intelligence, aura, and will. The characteristics given in the fourth column are: mobility, dodge, initiative, and fatigue rate, none of which are necessarily derived by the same formula explained in the Combat rules. That is, Dodge may not be Agility x five. Allowance is made for the size of creature, or for special powers.

Each creature's average combat skills are also provided. The following impact abbreviations are used: (b) blunt, (e) edge (f) fire/frost, (p) point, (s) squeeze, and (t) teeth or tear. For example, Bears are listed as; Paw:65/6bt Squeeze:30/10s Bite:45/6t. This means that the average mature Bear has an ML of 65 with its paws, which deliver 6 points of blunt or tear impact (GM choice); it also has an ML of 30 with its squeeze, which delivers 10 points of squeeze impact; its bite has an ML of 45 which delivers 6 points of teeth impact. All of these may be modified by the GM to reflect a younger bear, larger bear, etc.

Some creatures have special attack capabilities and intelligent and semi-intelligent tool-using creatures may use weapons. We have given average skill MLs in the most common weapons used, but these can vary widely at GM discretion.

Each creature has its normal armour protection given. Statistics are shown in a linear format that indicates the protection against various kinds of strike. For example, a line reading B3 E4 P2 F4 S1 T4 means that the creature has a protection of 3 against blunt strikes, 4 against edge strike, 2 against point strikes, and so on. The exceptions to the above format are intelligent, armour wearing creatures, and those that have special types of protection.

A few creatures have no statistics under their description. These are either beasts with highly specialized abilities such as elementals and venomous snakes, or creatures whose statistics are too dependant on other factors to be easily averaged. The latter category includes creatures like the Amorvrin and Gulmorvrin whose abilities are partially derived from their previous existence as living humans.

THE IVASHU

The Ivashu are "enchanted" creatures created by the god Ilvir, the only major deity known to reside on Harn. His Ivashu are known variously as the "Fatherless Multitude" or the "Accursed Beasts of the Barren Cycle". Ilvir enjoys creating strange life forms. Fortunately, he has a limited number of souls at his disposal which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed; when they die, their auras/souls return to Ilvir's tower, Araka-Kalai, where they are reincarnated in a new, possibly experimental body.

After spending some time in attendance at Ilvir's court, they are sent again into the world. Most Ivashu are quickly slain, some are taken captive for shipment to Tharda where they will appear in the Pamesani arenas, but a few get past these obstacles and may be found in any part of Lythia.

The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are only semi-intelligent, speaking not at all, and operating mostly on instinct. The five most common Ivashu produced by Ilvir are the Aklash, Hru, Nolah, Umbathri, and Vlasta. These are described in some detail, but almost any conceivable type of creature may be produced in small numbers by Ilvir.

MONSTERAMA

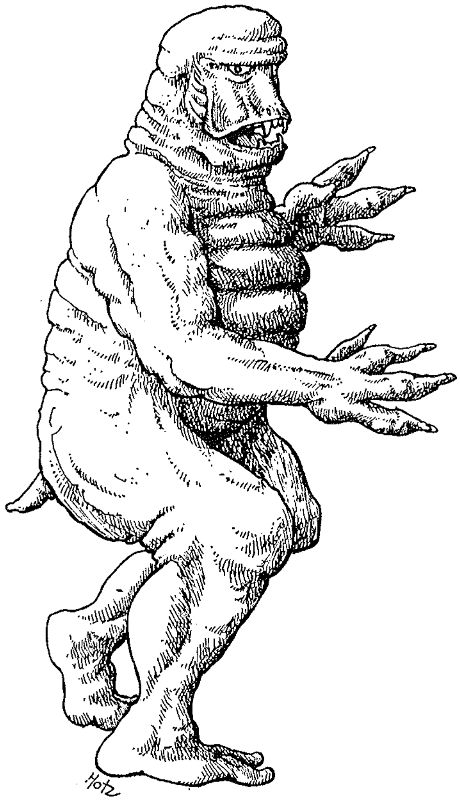
The existence of Ilvir and the Ivashu is a convenient rationale for the existence of monsters. The GM may create any creature he wishes to experiment with. Favourite monsters from other game systems or of the GM's invention can easily be adapted for use in Harnmaster. However, we urge the GM to exercise restraint. Many PCs will plead for more "monster bashing" than is reasonable. The problem with too much hack and slash adventuring is that players soon come to view dangerous creatures as ordinary. This forces GMs to try the band-aid solution: bigger and more dangerous beasts. These too become "normal", and the escalation goes on until the fantasy world collapses under the weight of its monsters' feces. Gamemasters are encouraged to add more beasties to Harn, but they should be uncommon and well thought out.

If additional natural or semi-natural creatures are added, their need for food, reaction to humankind, and prevailing territorial behaviour should be considered. For example, it is not reasonable to have hundreds of giant rats living in an underground cavern where food is scarce.

All this having been said, many GMs and players desire a "bring on the critters" style of campaign. If an ongoing parade of death-dealing monsters pleases your gaming group, and the players aren't happy unless they're standing hip deep in diced beast, then be our guest. Style of role playing is largely a matter of personal taste and GMs and players should find an approach that suits them best.

AKLASH (The Choking Wind)

The Aklash is a semi-intelligent humanoid, a variety of Ivashu known for its awesomely foul breath. Ranging between six and eight feet in height, possessed of great strength, and weighing upwards of 300 lbs, the Aklash's hairless body is covered by rolls of pale fat which heal over with alarming rapidity (one injury point per 10 seconds). The brain is located deep within its thorax; the only significant exposed organs are the eyes, which are monochromatic and insensitive. With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite. They are generally found in groups of 2-6.



Str 24 End 18 Dex 06 Agl 08	Spd 10 Eye 04 Hrg 10 Smt 06	Int 04 Aur 01 Wil 14	Mob 50 Dge 40 Ini 55 FR 01
Unarmed Combat:35/7b Squeeze:30/9s Bite:40/9t Breath:below			
Armour: B10 E8 P7 F7 S14 T8 (except eyes)			

The aklash's breath (ML 90) may be directed at one adjacent victim, causing profound nausea (special penalty) equal to the victim's Smt x 3 for 10-30 seconds. Success will also gain the creature a tactical advantage.

AULAMITHRI

The tiny ethereal messengers of the deity Siem. These are the harmless bringers of dreams, and are generally immune to normal damage. If provoked, however, they can cause mental disorders or bad luck.

AMORVRIN

Semi-free willed servants of Morgath. These soulless individuals retain whatever powers they had in life. Most Amorvrin were human, and automatically exude the Shadow of Bukrai. See: Religion [9] "The Shadow".

ASIRI (Air Sprite)

Any of a variety of minor, ethereals whose elemental base is air, capable of becoming non-corporeal at will. The Asiri occur throughout Kethira. About half are nocturnal, the rest diurnal. To rest, they secrete themselves within various inanimate objects. Many Asiri possess (usually minor) magical power(s), are often mischevious and sometimes dangerous. An Asiri may begin its turn by charming an adjacant opponent. If 3d6 exceeds victim's Will, he remains stationary (pass/ignore) until the Asiri's next turn. Most Asiri can only be detected by those with appropriate psionic or magical powers.

Str 07 End 08 Dex 13 Agl 15	Spd 16 Eye 15 Hrg 12 Smt 03	Int 10 Aur 13 Wil 10	Mob 80 Dge 75 Ini 58 FR 03
Unarmed Combat:60/1b Charm:above			
Armour: B1 E2 P1 F1 S1 T1 (body only)			
Flyer:30 hexes/turn			

BEAR

Several species of bear inhabit the wilderness regions of Kethira. This data is good for most Lythian brown and black bears; polar bears may have their Strength and Endurance increased by 30%. Most bears, with the exception of polar bears, are generally quite placid, unless irritated.

Str 20 End 18 Dex 12 Agl 12	Spd 13 Eye 10 Hrg 12 Smt 17	Int -- Aur 01 Wil 13	Mob 60 Dge 60 Ini 60 FR 01
Paw:65/6bt Squeeze:30/10s Bite:45/6t			
Armour: B4 E3 P2 F4 S2 T4 (except eyes)			

BOAR (Wild Pig)

Most Lythian nobles regard the wild boar as a favourite game animal because of its cunning and ferocity. Boars generally attack by charging.

Str 16 End 16 Dex -- Agl 07	Spd 15 Eye 08 Hrg 12 Smt 19	Int -- Aur 01 Wil 15	Mob 75 Dge 50 Ini 48 FR 03
Tusk:50/5p			
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

BULL/WILD CATTLE

Str 24	Spd 12	Int --	Mob 60
End 18	Eye 10	Aur 01	Dge 35
Dex --	Hrg 12	Wil 10	Ini 45
Agl 07	Smt 16		FR 02
Horns:40/5bp Hooves:35/7b			
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

CENTAURIN

A race of chimerae with the torso, arms and heads of humans joined at the waist to the bodies and legs of horses. The Centaurin are very rare, but exist throughout most of Kethira. Because of their rarity, many scholars regard them as purely mythical, and discount tales of their existence. Centaurin travel in small family groups and are shy of strangers.

Centaurs are intelligent and use weapons such as the axe, spear, bow and sling with great proficiency. They manufacture most of their own weapons but have been known to trade with tribesmen, Gargun, or other wayfarers.

A Centaur's lifespan is around 400. They are hardy but sometimes wear light clothing and armour on their human torso, particularly in northern regions. They often wear ornamental jewelry of their own creation. They are omnivorous, with a large fibre content to their diet.

Str 18	Spd 14	Int 11	Mob 70
End 17	Eye 14	Aur 12	Dge 50
Dex 11	Hrg 11	Wil 12	Ini 58
Agl 10	Smt 11		FR 02
Shortbow:85 Javelin:65 Hooves:65/6b Sling:70 Handaxe:45 Unarmed Combat:50/1b			
Armour: B2 E2 P1 F1 S1 T2 (horse body)			

DRAGON (Ahnerin/Dhiverin)

A collective name of two species of semi-reptilian creatures, the Ahnerin and Dhiverin, who claim descent from the mating of the demigods Ahnu and Dhivu. The last remnants of dragonkind are generally confined to wilderness (usually mountainous) regions, although one will occasionally descend from its lair to hunt or lay waste an isolated settlement. Dragons are intelligent, and are not necessarily are hostile to men. Legend has it that dragons like to hoard treasure/shiny objects. What possible use they might have for such baubles is anyone's guess.

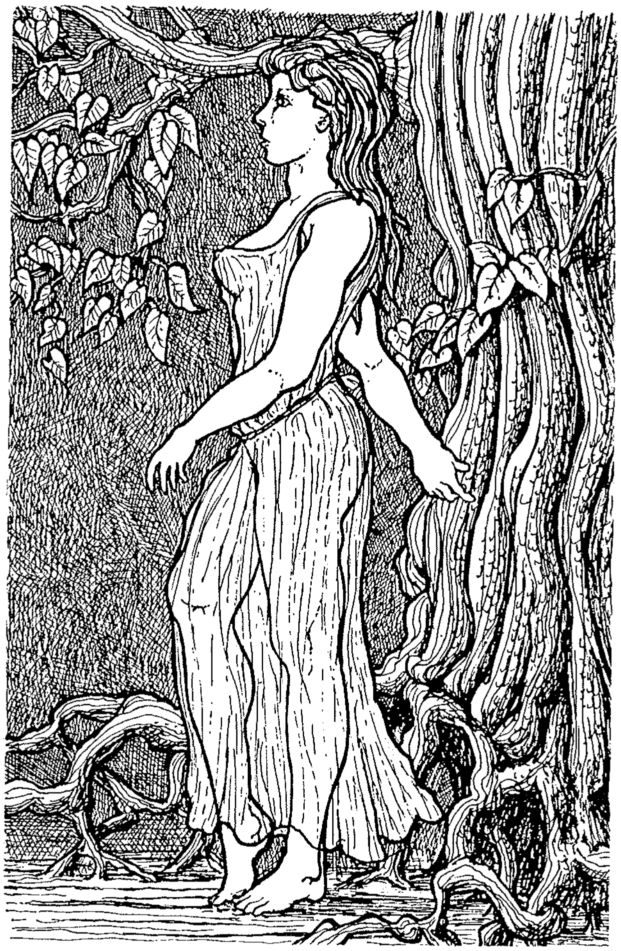
Both species are long and sleek, light-boned, have large scalloped wings (although not all can fly), four legs with taloned feet, and long graceful tails. They have considerable strength and have been reported at more than forty feet in length. Dragons use magic, particularly a spell whereby those who gaze within a dragon's multifaceted gemlike eyes are mesmerised. All dragons spend long periods of dormancy in their lairs, not seeming to experience hunger as often as their size would indicate.

Typical adult length 25 feet (5 hexes) of which 3 hexes are neck and tail. The two varieties of dragon are similar except for the damage aspect of their breath: Ahnerin=fire; Dhiverin=frost. A dragon may precede its turn by attempting to charm one opponent with its eyes (range 3 hexes); if a 3d6 roll is greater than the victim's Will, he remains stationary (ignore) until the beginning of the dragon's next turn.

Str 48	Spd 14	Int 13	Mob 70
End 36	Eye 17	Aur 13	Dge 30
Dex 05	Hrg 15	Wil 19	Ini 59
Agl 08	Smt 14		FR 02
Breath:75/15f-range (hexes) Bite:70/10t Kick:40/6bt Charm:3d6 (3 hexes/see above)			
Armour: B12 E15 P12 F14 S10 T12 (except eyes)			
Flyer:40 hexes/turn			

DRYAD

One of a "race" of legendary woods dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. A mortal male who ventures into "dryad groves" at night, may be charmed by dryad magic to dally, as a lover, for a year and a day, with little or no memory thereafter of what transpired. Except for stealing a man's time, they are relatively harmless, unless rejected or offended.



Dryads are able to charm up to one male person at a time, on a long term basis. Victims must be adjacant and may roll against Will x 5 to avoid the effect. (Note that Dryads seem to have no effect on Sindarin males.) The male familiar will remain in service to the Dryad for a year and a day or until she is slain. Dryads are immune to all but enchanted weapons, and cannot be slain, except by destroying the roots of their trees. Their health and well-being matches that of their trees, to which their spirits will return, if their semi-etheral "human" bodies are "slain".

Str 09 End 14 Dex 11 Agl 12	Spd 12 Eye 12 Hrg 14 Smt 13	Int 11 Aur 13 Wil 11	Mob 45 Dge 60 Ini 58 FR 02
Charm:(above) Unarmed Combat:45/1b Club/Staff:50			
Armour: immune except to enchanted weapons			

ELEMENTAL

Any of a variety of other-planar spirits with affinity for air, fire, water or earth. Elementals may be conjured into a volume of their "element", which they then animate. Elementals have no mass or size, but do have a volume factor (12d6 x 1 litre). If the available mass of their element is less than this, they may not be conjured.

Elementals may be attacked by enchanted weapons in an effort to disrupt their host mass, thereby banishing them back to their own world. They have no armour or strike locations. When an elemental has sustained over 50% of its volume in injury points, it is disrupted and returns to its own plane. While in the material world, elementals must remain in their element. The summoner of an elemental must roll against 5 x Will to control it. If he fails, the elemental will follow its own inclinations.

AIR ELEMENTALS

Air elementals are able to push (STR=0.5 volume), create vortices which can suffocate opponents, or stir up dust to blind and confuse. Air elementals can fly 40 hexes per turn.

FIRE ELEMENTALS

Such a creature can inflict a burn (impact = 25% volume). The free-willed variety is often called a salamander and is falsely believed to be able to assume the form of a small lizard. Elementals rarely stay long in the material world since they tend to quickly run out of fuel.

WATER ELEMENTALS

Free willed water elementals are called Undines. Left to themselves they will seek the lowest possible level and remain dormant. They can cause turbulence in water, create whirlpools, etc.

EARTH ELEMENTALS

An earth elemental "burrows" in the earth, is able to disrupt, crush, compact or solidify earth, stone or mud. It can have no direct effect on an opponent, but could conceivably turn the earth beneath him into something like quicksand.

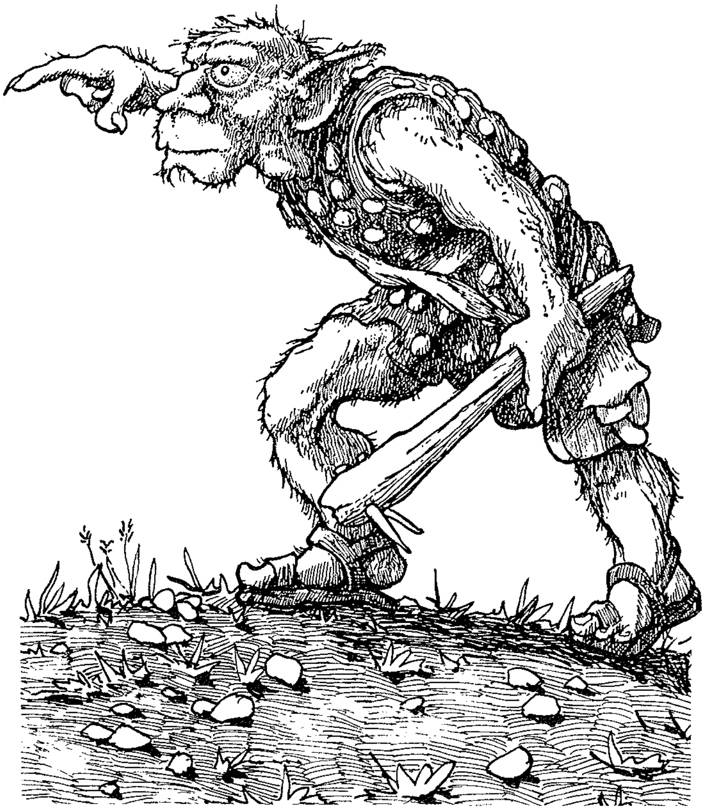
ELMITHRI (Water Sprite)

The Elmithri is a free-willed quasi elemental, able to become fluid at will (which it will do to escape). An Elmithri may begin its turn by attempting to charm an adjacant opponent; roll 3d6, if the result exceeds the victim's Will, he will remain stationary (ignore) until the Elmithri's next turn.

Str 06 End 10 Dex 10 Agl 11	Spd 10 Eye 10 Hrg 10 Smt 08	Int 09 Aur 11 Wil 08	Mob 50 Dge 55 Ini 50 FR 03
Charm:(above) Unarmed Combat:35/1b			
Armour: immune except to enchanted weapons			

GARGUN (Orc)

A race of malevolent, small, intelligent humanoids, also known as Foulspawn, orcs, and goblins. They are divided into five subspecies which are unable to interbreed. The ancestral gargun originated beyond Kethira and were probably imported by Lothrim (the Foulspawner) around 110 TR, but since then have spread throughout the wilderness regions of Harn and mainland Lythia.



The Gargun reproductive system is unique among the culture-forming races. They are mammals, but their young are hatched from eggs. A Gargun tribe will generally contain one fertile female (the queen) and one fertile male (the king). Male Gargun are potent, but become fertile only through continued social exposure to the opposite sex, a right reserved for the king and queen. Infertile females (princesses) show little interest in sex, until forcibly exposed to male company for a period of time.

A month after impregnation, a queen will lay, depending on her age and health, up to eighty gelatinous eggs. If the eggs are stored in a dark, humid environment, and given a good supply of decomposing organic material (offal), they will hatch in three to six months. Newborn Gargun have an extensive racial memory, permitting almost immediate social interaction. Racial memory preserves Gargun culture from one generation to the next, but does not allow much social evolution.

About one percent of the eggs hatch as females (princesses). If exposed to males for about six consecutive hours they become fertile queens. Since only one queen is generally tolerated, the princesses are segregated on hatching to form a "Queens Guard", and are reckoned the most vicious fighters of the tribe. Occasionally, a princess will escape with, or be abducted by, a group of males with the intention of starting a new colony. Tribes which are queenless will strive to kidnap a princess or else face certain extinction. Since the queens become bloated and immobile, few princesses desire the role. Contrary to widely held belief, Gargun cannot fertilize human females, but are not above trying.

There are few limits to the competition among the tribe's strongest, most intelligent males to become king, thereby winning access to the queen. Methods chosen by the candidates range from open challenge to a knife in the back. The only requirement, from the point of view of the would-be king, is that once the kingship is achieved, he must survive long enough to enjoy it. Few last more than a few months.

Gargun are fully grown within a year and rarely live past twenty five, although most die violently before that. They constantly squabble, maim, and kill among themselves, with other Gargun tribes, and with any other race. Only when there is an exceptionally strong king, or an external power manages to enslave them, is there hope of relative tranquility within a Gargun tribe or settlement.

By choice, Gargun eat only meat and sometimes keep food animals. They will not hesitate at cannibalism and very much enjoy eating human or Khuzan flesh; sometimes they cook or kill their food before dining. As a rule, the Gargun are nocturnal; sunlight seems to demoralize them.

Most Gargun communities are subject to frequent and bloody purges when the population pressure grows beyond the ability of the community to support. This will either be a sudden bloody civil war, or a "swarming". Civil wars can kill up to 80% of the male population in an orgy of bloodletting, perhaps lasting a mere hour. A swarm occurs when a significant number of males, perhaps 40%, sieze female(s) and fight their way to freedom. The swarm will then attempt to establish a new community elsewhere. A swarm can be extremely unpleasant for any settlements in its path.

GARGU-ARAK (Small or Streaked Orc)

At an average of three feet in height, the Arak are the smallest subspecies. They are usually possessed of streaky brown and tawny fur and have a keen sense of smell. The Arak often dwell nomadically in tribes of 40-240 in woodland or forest where they are feared nocturnal predators, but tend to avoid other Gargun whenever possible. Their dwellings are often little more than crude huts or nests; sometimes slung between the limbs of trees. Every sixth tribe has a queen to protect, and resides in a large cave or lodge. To build a lodge, the Gargun excavate a pit over which is built a shored, earthen roof. The typical lodge consists of several interlocking chambers and acquires side tunnels and chambers as time passes. Long established tribes make spears, bows and arrows, and Mankars.

Str 10 End 10 Dex 11 Agl 11	Spd 13 Eye 13 Hrg 13 Smt 16	Int 11 Aur 07 Wil 10	Mob 65 Dge 55 Ini 51 FR 03
Mankar/Club/Spear/Roundshield:40 Bow:60 Unarmed Combat:40			
Armour: Hide/Ring			

GARGU-HYEKA (Common or Brown Orc)

The common orc represents fifty percent of the Gargun population. Their fur ranges in colour from black to auburn and they average just under four feet in height. Bands may be found dwelling in the mode of the Gargu-arak, but the majority of Hyeka live in cave-complexes. Gargu-hyeka communities are usually located in or near mountains, and generally contain one queen, several dozen princesses and one to two thousand males. There are usually large food animal stocks, but these rarely meet the needs of the complex. Hence, several bands of 20 to 80 foragers will be out constantly. If there is a shortage of enemy settlements, the community will require a hunting range of as much as a 1,000 square kilometres. The complex will be tunneled out of rock/earth; chambers and passages will generally run in straight lines. There will be numerous redoubts and blind ways, pit, and other, traps designed to foil invaders. The architecture may include natural caverns and there are likely to be mines. Armouries will produce fairly good weapons, notably Mangs and Mankars. The hyeka also produce passable scale and even mail in small quantities.

Str 11 End 11 Dex 11 Agl 11	Spd 11 Eye 13 Hrg 13 Smt 13	Int 11 Aur 07 Wil 11	Mob 55 Dge 55 Ini 52 FR 03
Mang/Mankar/Club/Spear/Roundshield:40 Unarmed Combat:40			
Armour: Hide/Ring/Inferior Scale/Mail			

GARGU-KHANU (Great or Black Orc)

At an average height of 4'2", the Gargu-khanu are the largest, strongest, and most murderous subspecies. They justifiably regard themselves as the "killer elite" of the Gargun. Fortunately, khanu breed far more slowly and butcher each other more readily than other subspecies. They may dwell in smaller versions of the hyeka cave complex, but Gargu-khanu are most often found as a ruling minority in a hybrid culture, with other subspecies (usually arak or hyeka) in the role of slave. Their fur is usually black or dark brown.

Str 13	Spd 11	Int 11	Mob 55
End 13	Eye 13	Aur 07	Dge 55
Dex 11	Hrg 13	Wil 13	Ini 60
Agl 11	Smt 13		FR 03
Mang/Spear/Club/Axe/Roundshield:60 Unarmed Combat:60			
Armour: Hide/Ring			

GARGU-KYANI (White Orc)

Averaging 3'10", the kyani are the second smallest subspecies. Their fur ranges in colour from light brown to white. Occasionally dwelling in woodland bands like the araki, they usually build cave-complexes in regions where there is snow on the ground for much of the year. Tribes range from 200 to 1,200 members. The kyani are the least prone to violence of the Gargun, and have the least unpleasant personalities. They often keep dogs or wolves as pets, which they do not maltreat too much. They produce finer artifacts, and have an identifiable, if alien, sense of tribal and personal honour. Despite this, they still have an evil reputation, and tend to avoid outsiders.

Str 11	Spd 11	Int 11	Mob 55
End 11	Eye 13	Aur 07	Dge 55
Dex 11	Hrg 13	Wil 11	Ini 52
Agl 11	Smt 13		FR 03
Mankar/Club/Spear/Roundshield:45 Unarmed Combat:45			
Armour: Hide/Ring			

GARGU-VIASAL (Red Orc)

The viasal, at an average height of four feet, are the second largest subspecies. Their fur is commonly auburn to red in colour. Except for their slower birthrate, smaller communities (of perhaps 700-1200), and less frequent swarming, the culture and habits of the Gargu-viasal are similar to the hyeka.

Str 12	Spd 11	Int 11	Mob 55
End 12	Eye 13	Aur 07	Dge 55
Dex 11	Hrg 13	Wil 11	Ini 57
Agl 11	Smt 13		FR 03
Mang/Spear/Club/Axe/Roundshield:55 Unarmed Combat:55			
Armour: Hide/Ring			

GRIFFIN

A rare chimera with the wings, head, and forelegs of an eagle, and the size, body, and hindlegs of a lion. Few are capable of true flight, but all can glide. They are reasonably intelligent and neutral towards men, unless provoked or very hungry.

Str 20	Spd 14	Int 08	Mob 70
End 19	Eye 19	Aur 01	Dge 45
Dex --	Hrg 15	Wil 12	Ini 61
Agl 15	Smt 15		FR 02
Beak:80/12t Claws:75/10t			
Armour: B3 E4 P2 F4 S1 T4 (except eyes)			
Glider:40 hexes/turn			

GULMORVRIN

Possessed of demonic power, a Gulmorvin is an undead slave of Morgath. Governed by the great demon Klyss, the Gulmorvrin have lost any will they once had and exist only to serve their evil masters. When touched by the "Shadow of Bukrai", a force exuded by all Gulmorvrin, any who lack the will to resist will fall into the "endless death". Hence, Gulmorvrin are not created, they are converted (by the shadow) from ordinary mortals. In their new form, they retain any powers they previously had, and receive also the "shadow". If the Gulmorvrin serves the interests of Morgath well, it may be granted additional powers, possibly a "Bukrai Blade", a sword which will enhance the "Shadow". All Gulmorvin exude the "Shadow of Bukrai" with a bonus of 1-4 points, and +5 if they bear a Bukrai Blade. See: Religion [9].

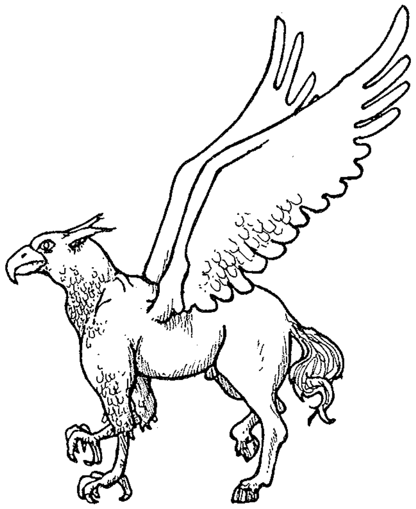
GYTEVSHA

The demonic servants of the deity Naveh. The Greater Gytevsha number three and are major demons. Their servants, the "Lesser Gytevsha", vary in power and form. All Gytevsha are about half as powerful in full daylight. They are ethereal, but can become corporeal at will. They remain habitually invisible until injured. The statistics following are for a reasonably typical Lesser Gytevsha. They rarely fight in any material manner, but may attempt possession, or attempt to drive mortals insane. Victims who fail a 3d6 roll against WILL, may have to combat attempted possession (20% chance), otherwise they acquire a phobia (roll on Psyche table).

Str 10	Spd 14	Int 08	Mob 70
End 12	Eye 10	Aur 15	Dge 65
Dex 10	Hrg 14	Wil 12	Ini 60
Agl 13	Smt 01		FR 01
Armour: immune except to Enchanted weapons			

HIRENU (Hippogriff)

A rare chimera with the body and hindquarters of a horse, and a neck, head and wings resembling those of an eagle. The Hirenu is solitary and tends to dwell in highland regions. Hirenu are capable of true flight, and have relatively light bones and frame. They are not, however, very efficient flyers and prefer to use thermal currents to glide silently onto they prey. The Hirenu is omnivirous and his favourite meal is horse meat. Very few are strong enough to carry men. They are unintelligent.



Str 18	Spd 15	Int --	Mob 75
End 15	Eye 19	Aur 01	Dge 35
Dex --	Hrg 17	Wil 12	Ini 48
Agl 08	Smt 17		FR 02
Beak:75/8bt Hooves:45/6b			Load:150lbs
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			
Glider: 40 hexes/turn			

HORSE
Pony (Chelni, Hodiri)

Str 18	Spd 14	Int --	Mob 70
End 14	Eye 12	Aur 01	Dge 45
Dex --	Hrg 19	Wil 10	Ini 37
Agl 09	Smt 19		FR 02
Hoof: 40/4b Bite:35/1t			Load:180lbs
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

Riding Palfrey

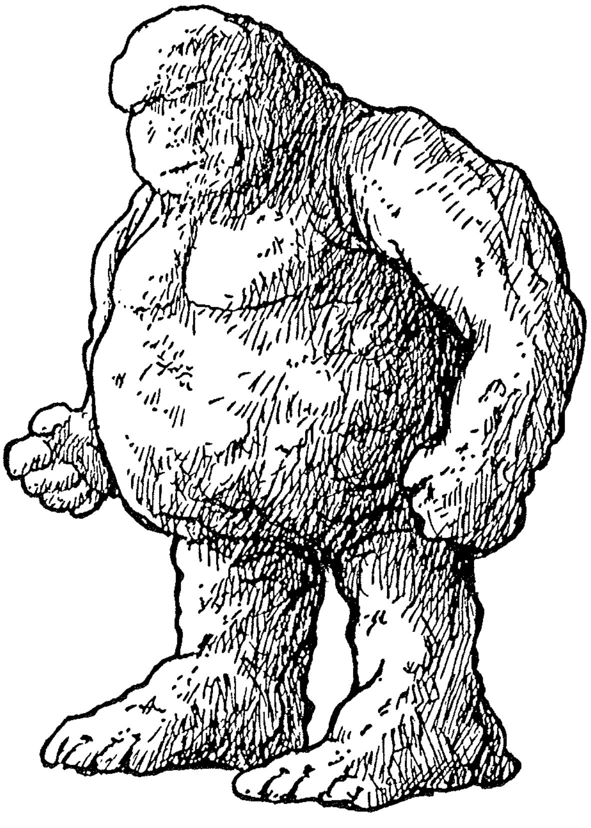
Str 20	Spd 15	Int --	Mob 75
End 16	Eye 12	Aur 01	Dge 40
Dex --	Hrg 19	Wil 10	Ini 37
Agl 08	Smt 19		FR 01
Hooves: 40/5b Bite:35/2t			Load:220lbs
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

Warhorse

Str 22	Spd 16	Int --	Mob 80
End 16	Eye 12	Aur 01	Dge 50
Dex --	Hrg 12	Wil 11	Ini 43
Agl 10	Smt 19		FR 01
Hooves: 50/6b Bite:40/2t			Load:300lbs
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

HRU (Rock Giant)

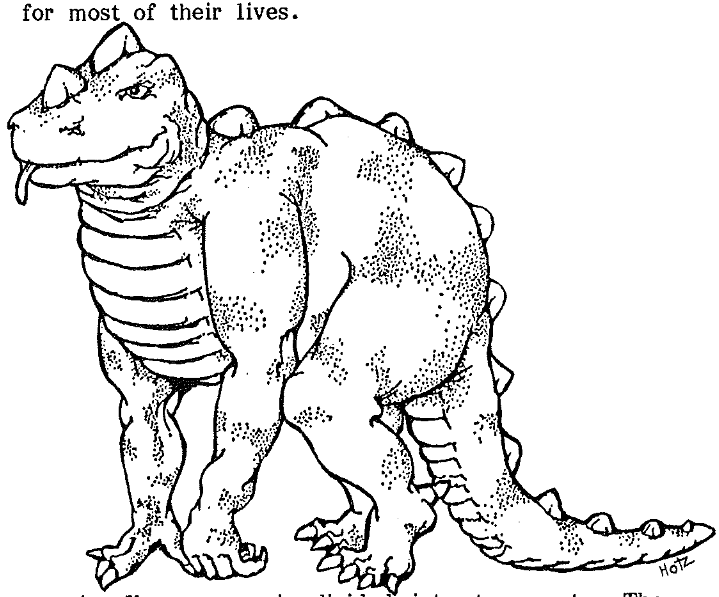
A variety of Ivashu, the placid, giant Hru has the appearance of a bloated, dry Nolah (qv). They may attain fifteen feet in height and four tons in weight, but average adults stand 12 feet tall and weigh three tons. They are nocturnal. Transformed during the day into a large boulder, or pile of rocks, the Hru draws sustenance directly from the earth (in the manner of a tree). At night the Hru's earth-shaking stride has frightened many a traveller. Hru may be found in colonies of up to forty, strewn across stony highland wastes. They are fairly sociable creatures and their midnight conversation, strange rumbling songs, has sent shivers down the spines of most who have heard it. The fact that their voices are at the lowest pitch of human hearing, extending into "sub-sonics", may cause discomfort to human listeners. They are slow thinkers but many are quite wise; their main concerns are centered around the preservation of their homes.



Str 57	Spd 07	Int 11	Mob 45
End 40	Eye 07	Aur 01	Dge 40
Dex 08	Hrg 07	Wil 13	Ini 67
Agl 04	Smt 07		FR 01
Unarmed Combat: 60/15b			
Armour: B12 E9 P8 F10 S14 T9 (except eyes)			

ILME (Mere Dragon)

A race of intelligent, wingless demi-dragons who dwell only in marshland. Male Ilme attain a height of twelve feet, length of 20 feet (including the tail), and a weight of two tons; females are usually 25% larger. Despite great strength, male Ilme tend to be cowardly, but will fight with desperation when cornered. Even then, they usually try to negotiate. They build rough nests, and tend to stay in one area for most of their lives.



An Ilme range is divided into two parts. The nursury, where females and young dwell, usually accounts for about a third of the whole. The balance is inhabited by the adult males. Females are ill-tempered, stronger, and more aggressive than the males. The ratio of males to females is about five to one. Females are fertile for a short time in Nolus (early summer) each year, but mate only a few times in their lives and cease to be fertile at forty. A female that decides to mate, will enter the male range, consumate the mating (several times, with different mates, if possible) and return to the nursury. Males are intimidated by such demands, sometimes hiding (to little avail) when a female is on the prowl. Two or three young are born alive, eight to twelve inches long and weighing about a pound, or as eggs which hatch quickly. The young stay with their mothers until the age of 2, when they are 7-10 feet long and weigh 900-1300 pounds. Until then the mother will protect them ferociously. Ilme attain their full size at six. Ilme live approximately 200 years. They have no natural enemies except Gargun and men.

The Ilme are warm-blooded but tend to be torpid in winter. They are able to hold their breath for long periods and have transparent, nictitating membranes which enable them to keep their eyes open underwater. During cold weather they often submerge, leaving only their nostrils exposed. They spend 40% of their lives underwater. Fish makes up most of their diet, but they eat anything from carrion to weeds if they are hungry. They attack large mammals such as men only if they are starving, but females are less particular.

The Ilme can stand erect, but tend to remain on all fours. They have sharp clawed feet and hands, flexible fingers and opposable thumbs. Their bodies are covered with coarse, bead-like tubercles of variegated colours, giving them a pebbled appearance. Their most common colours are green, brown and black. Ilme have a ridge of triangular plates down their backs. These contain small quantities of viscous oil, called N'relkine, a powerful human aphrodisiac. This fact is almost totally unknown. Their tails are heavy and flexible containing a food reserve of fat, and can be used as a weapon.

Male Ilme often gather to spin lies to one another. Their language is complex and incomprehensible to humans, although there has been no concerted attempt to learn it. Their voices are pleasant, if sonorous. Many males speak archaic variants of the local human language; A small number speak more modern dialects. Few females know anything but their native tongue. Ilme have few possessions although some do collect souvenirs; most of these are worthless in human terms. The statistics given are for males; females add 25% to physical attributes.

Str 36	Spd 11	Int 11	Mob 55
End 30	Eye 12	Aur 08	Dge 30
Dex 07	Hrg 14	Wil 06	Ini 38
Agl 06	Smt 14		FR 02
Bite:45/12t; Unarmed Combat:50/10bt			
Armour: B10 E8 P7 F9 S12 T8 (except eyes)			

LANGLAH (The Gray Ooze)

A variety of M'nogai (qv) which changes its colour for camouflage and is very hard to see. There are several varieties; most grow a light crust when dormant. Breaching the crust will activate the Langlah.

LION (Mountain Cat)

Str 20	Spd 16	Int --	Mob 80
End 13	Eye 16	Aur 01	Dge 90
Dex --	Hrg 17	Wil 10	Ini 55
Agl 18	Smt 18		FR 02
Bite:75/10t Claw:70/8bt			
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

LURISHI (Yellow Mould)

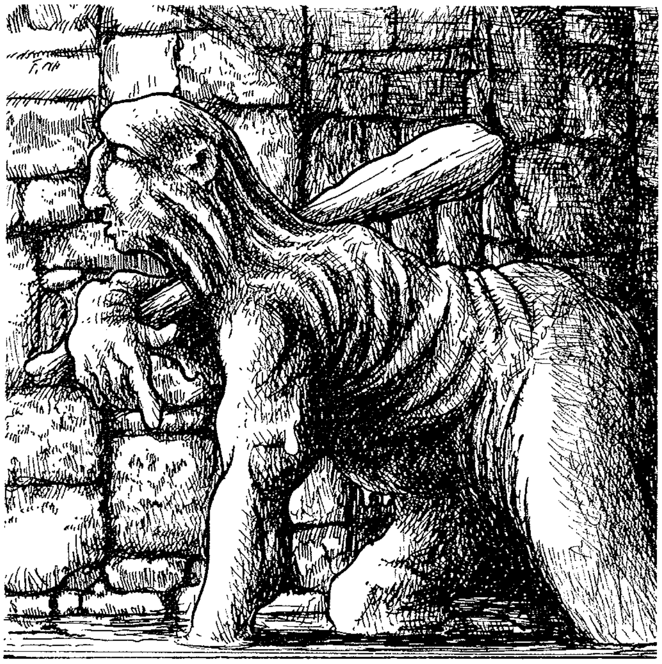
The generic name for several species of fungus ranging in colour from brown to yellow. Different varieties may be found in woodland, on rockfaces, and in well-shaded damp areas. The Lurishi grows a delicate crust that may rupture if touched, or even if there is significant vibration such as approaching footsteps. On rupture, the Lurishi explodes, releasing a cloud of poisonous spores within a ten foot radius.

M'NOGAI (Green Slime)

A type of lusterous "fungus" that grows in damp shady locations. Mostly dormant, the M'nogai has the ability to rapidly convert living organic material it touches into a fermenting slurry, which it then consumes gradually. There are dozens of varieties, some of which are immune to various types of harm and may be enchanted.

NOLAH (The Dank Stalker)

A variety of Ivashu, the Nolah has an affinity for damp stone and earth. It is a man-sized humanoid, but can contort and stretch its moist hairless body to fit between the stones of a wall or bridge, where it prefers to rest. Nolah are quite intelligent and may use weapons captured from their victims. Nolah are able to charm a single victim up to a league away: Roll 3d6; if roll exceeds WILL, the victim will come to the Nolah's lair and submit himself to being taken prisoner, sometimes eaten. Nolah are solitary by disposition.



Str 14 End 19 Dex 12 Agl 17	Spd 13 Eye 11 Hrg 15 Smt 15	Int 12 Aur 15 Wil 11	Mob 65 Dge 85 Ini 68 FR 02
Wrestling:50/3b Club/Stick/Knife:45			
Armour: B8 E10 P10 F4 S30 T8 (except eyes)			

RAM/MOUNTAIN GOAT/SHEEP

Str 17 End 15 Dex -- Agl 17	Spd 16 Eye 15 Hrg 19 Smt 19	Int -- Aur 01 Wil 15	Mob 80 Dge 90 Ini 60 FR 01
Horns:75/6b Hooves:35/3b			
Armour: B5 E4 P1 F3 S1 T4 (except face/eyes)			

SHADE/GHOST/SPIRIT

Ghosts/shades belong the the class of spirits called minor ethereals. They are immune to physical force, and have no physical power, but may have psi talents and can attempt possession (determine Will by rolling 3d6). Some have sorcererous abilities, but not very strong ones.

SNAKE (Constricting)

Constricting snakes are relatively rare in the temperate zone, but a few may be encountered. They generally drop onto their prey from trees (surprise). An average constrictor is 15 feet long.

Str 16 End 12 Dex -- Agl 10	Spd 14 Eye 13 Hrg 13 Smt 18	Int -- Aur 01 Wil 08	Mob 70 Dge 50 Ini 27 FR 01
Squeeze:45/12s Bite:35/4t			
Armour: B2 E1 P0 F2 S0 T2 (except eyes)			

SNAKE (Poisonous)

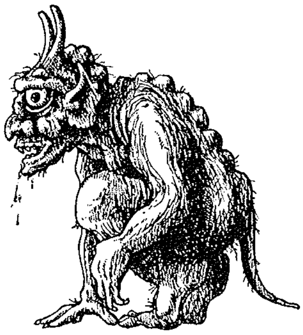
Venomous snakes can strike at ML90 without warning. The victim, if not surprised, may attempt to Dodge the snake strike. After its first strike, the snake can usually be dispatched without too much risk. A poisonous snake strikes (low) with a point impact of 3, which may or may not penetrate depending on the strike location. There are a vast variety of poisonous snakes in Lythia. The deadliest varieties tend to inhabit tropical and sub-tropical zones. Venomous snakes in temperate zones tend to be less dangerous.

STAG

Str 17 End 13 Dex -- Agl 09	Spd 14 Eye 19 Hrg 19 Smt 19	Int -- Aur 01 Wil 12	Mob 70 Dge 45 Ini 60 FR 01
Antlers:70/4b Hooves:60/3b			
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

UMBATHRI (Bearer of the Mask)

A variety of Ivashu, the Umbathri, or Harnic Gargoyle, is humanoid, squat, and almost unbearably ugly. Of considerable intelligence, the Umbathri lives only partly on the same "plane of existence" as mortal creatures. In this sense they may be thought of as demons. They display varying levels of insanity but are not necessarily hostile or evil. They are immune to ordinary weapons but highly sensitive to magic. It is not known whether they eat or drink in any normal sense. They rarely exceed two feet in height and are encountered singly or in insanely-babbling packs of 2-24.



Str 10 End 14 Dex 12 Agl 17	Spd 17 Eye 15 Hrg 15 Smt 01	Int 13 Aur 19 Wil 12	Mob 85 Dge 85 Ini 60 FR 03
Armour: immune except to enchanted weapons.			

UNICORN

Str 24	Spd 16	Int 08	Mob 80
End 16	Eye 16	Aur 15	Dge 50
Dex --	Hrg 20	Wil 15	Ini 50
Agl 10	Smt 20		FR 01
Horn:80/9p Hooves: 50/4b Bite:35/3t			
Armour: B6 E4 P2 F5 S1 T5 (except eyes)			

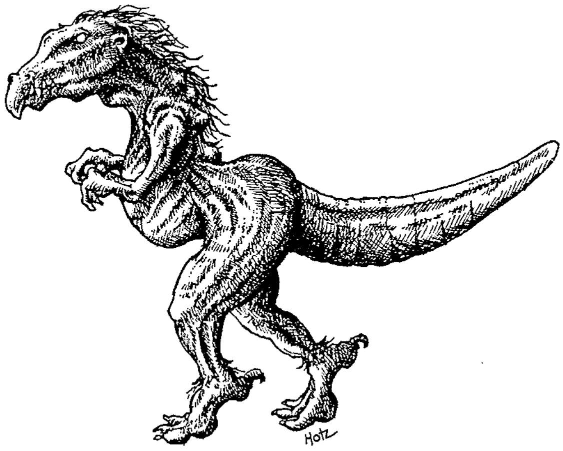
V'HIR

Sometimes known as the sons of Agrik, these bat-winged, fire-enshrouded demons are said to resemble the deity in appearance.

Str 30	Spd 16	Int 15	Mob 80
End 28	Eye 11	Aur 21	Dge 60
Dex 15	Hrg 11	Wil 24	Ini 75
Agl 12	Smt 11		FR 03
Whip:75/8bef Mace/Sword:75/10bf Claws:75/6tf			
Armour: B9 E6 P5 F5 S5 T6 (except eyes)			
Flyer: 30 hexes/turn			

VLASTA (The Eater of Eyes)

A type of Ivashu that rarely exceed eighteen inches in height or twenty pounds in weight. With their powerful tails and hind legs, Vlasta can leap up to twenty feet, and move with great speed over short distances. They are voracious carnivores, feeding on small rodents, but will attack creatures as large as man. Their fragile, hollow bones break easily. They attack large victims by leaping at the face and eyes. If a strike is achieved, there is a 75% chance that the vlasta has taken one or (CS) both of the victim's eyes. Vlasta are encountered in caverns, in groups of 2-12.



Str 05	Spd 25	Int 02	Mob 125
End 10	Eye 17	Aur 01	Dge 95
Dex 17	Hrg 15	Wil 10	Ini 71
Agl 21	Smt 19		FR 04
Bite:65/2t Hand/Paw:95/2t			
Armour: B2 E1 P0 F2 S0 T2 (except eyes)			

WOLF

Generally encountered in packs of 4-12.

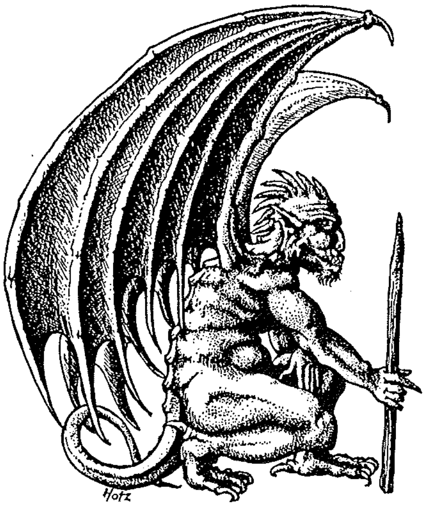
Str 14	Spd 15	Int --	Mob 65
End 13	Eye 16	Aur 01	Dge 70
Dex --	Hrg 19	Wil 13	Ini 56
Agl 14	Smt 20		FR 02
Bite: 80/7t			
Armour: B4 E3 P1 F3 S1 T3 (except eyes)			

WYVERN

Str 25	Spd 10	Int --	Mob 50
End 18	Eye 19	Aur 03	Dge 40
Dex --	Hrg 15	Wil 13	Ini 65
Agl 11	Smt 17		FR 02
Bite:65/10t Claw:55/9bt Tail:70/7b			
Armour: B8 E5 P8 F7 S4 T9 (except eyes)			
Flyer: 30 hexes/turn			

YELGRI (Harpie)

The average Yelgri male weighs seventy pounds and is four feet high, with a wingspan of twenty feet. Females are smaller. Yelgri are aggressive, although somewhat skittish. They are predatory carnivores and scavengers. They use primitive tools and weapons.



Their only real enemies are Gargun, who are fond of Yelgri flesh and eggs. Yelgri may attack small parties of Gargun, and assume humans to be a species of orc. Yelgri are encountered in flocks of 2-12.

Str 11	Spd 10	Int 06	Mob 50
End 08	Eye 17	Aur 01	Dge 40
Dex 08	Hrg 15	Wil 10	Ini 44
Agl 10	Smt 15		FR 03
Claws: 65/6bt Club/Spear:45			
Armour: B3 E3 P1 F4 S0 T3 (except eyes)			
Flyer: 40 hexes/turn			

TREASURE DETERMINATION

By chance or design, players often acquire items of real or perceived value. The following procedures may be used to randomly generate the possessions carried by various creatures, the composition and value of treasure hoards, and so on.

THE TREASURE TABLES

There is virtually no limit to the amount of information that may be requested by the players or generated by the GM. The GM should be prepared to inform the characters as to the colour(s), texture, size, shape and weight of any item. PCs might also check for hidden mechanical or magical properties, which they may or may not discover. Different degrees of detail are possible, from precise generation of each specific item to general assessments. The following procedures are modular. The GM may use whichever of them seems appropriate, in any desired combination.

The GM should not consider himself limited to the items described. We have allowed for the generation of a variety of interesting things, but there are always more that may be added.

THE VALUE OF ITEMS

Both valuable and mundane items may be generated by this system. Value is relative, and difficult to ascertain without the necessary appraisal skills. Hence, PCs may have no idea of the value of "treasure" they find, and this makes it possible that unscrupulous NPC buyers will cheat them.

TREASURE REGISTER

The GM should maintain a secret register of all "treasure" found by PCs. Any item whose nature, value, or powers are not definitely known by the players should be included with a unique registration number. The GM may generate and record information only as it is needed or discovered. When the PCs lose an item the GM should note the loss in his register. Keeping a Treasure Register will solve the problem of players trying to use artifacts they have lost, or selling the same item twice.

TREASURE AGE

The GM may have a good idea of the age of an item by design or from the location where it was found. However, some items could reasonably be of any age. If random generation of date of origin is needed, the following table may be used:

1d100	DATE OF ORIGIN
01-75	Modern: 6th to 8th century TR (1d3+5)
76-82	Middle: 1st to 5th century TR (1d5)
83-87	Middle: 1st to 2nd century BT (1d2)
88-91	Ancient: 3rd to 12th century BT (1d10+2)
92-95	Codominium: 13th-70th century BT (3d20+10)
96-97	Pre-Khuzan: 71st-100th cent. BT (1d30+70)
98	Lost Years: 101st-150th cent.BT (1d50+100)
99-00	Earthmaster: 151st-200th cnt.BT (1d100+150)

TREASURE CONDITION

Many items will be in poor condition when found. Decay can take a terrible toll and items may be encrusted with layers of grime. Even enchanted artifacts may be broken. The decay of artifacts made of noble metals or sealed in certain kinds of environment will be slowed or prevented. The condition of an artifact may be determined by the table below. The GM may select for "Found" (abandoned) or "Person" (carried on person) as appropriate. Interpretation of the result will depend on the type of item; a jewelled bracelet in poor condition may have had its gems removed, and so on. The GM may adjust the 1d100 roll to reflect the time since the item was lost, how it has been stored, and so on.

FOUND	PERSON	CONDITION
01-20	01	Broken/Decayed (unrecognizable?)
21-60	02-03	Poor (coroded/pieces missing)
61-80	04-10	Fair (needs repair/cleaning)
81-95	11-90	Good (may need cleaning/etc.)
96-00	91-00	Excellent (as new)

Written works have their own condition table.

HOARDS

Rumour of a hoard may cause players to overcome great adversity to steal it. Hoards may also be chanced upon; some beast with the acquisitiveness of a magpie and the disposition of a mad dog might attack a group, lose, and leave its treasure in the hands of the players. To generate a hoard, determine its general nature and size. use the Personal Possessions tables on the following page as a guide and generate specific items as desired.

PERSONAL POSSESSIONS

The tables opposite are used to randomly generate the personal possessions that individuals may carry. When an individual is encountered, the GM may assign him to one of the categories. The tables are intended for humans but can easily be used for Sindarin and Khuzdul; GMs can modify at their discretion. Gargun should usually be checked on the bandit, hunter, or vagrant tables. Generally, only sentient creatures will have any items at all. If someone fits more than one category, roll for the higher chance. It is sometimes best to generate certain possessions as soon as the individual is encountered. Someone with an item that could be employed in his defence will use it, providing he understands its use and nature.

Various categories are checked for each individual. Two numbers are given in each category. The first number is the percentage chance that the individual will possess such items. The second number indicates the die roll to determine the number of such items. An asterisk (*) next to an item indicates that there is a subtable for that category.

CLOTHING/ARMOUR

The entry for clothing indicates the garb normally worn by the individual. Wealthier persons usually have better garments. Clothing may vary according to current activites, time of year, weather, and so on. Second hand garments usually sell at 30-60% of cost. Note that the clothing of deceased individuals may be damaged (sword cuts, bloodstains, etc). Clothing may be supplemented by armour. Whether an individual is wearing his armour depends on how much he anticipates getting into a fight.

SILVER/GOLD

This is the number of drams of silver (usually in coin form) carried in the purse. A silver penny weighs one dram. Some individuals may also carry gold, which may or may not be in coin form. Type of coin/ingot depends on locale and GM discretion.

USURERS' NOTES

Notes appear to the illiterate as small "scrolls". Each should be assigned a place of origin. Value may be determined by rolling 1d100 times 10d at GM discretion. There are two basic kinds of note: (1) bearer notes which may be traded by anyone; (2) personal notes which may only be redeemed by the individual to whom they are issued. About 90% are bearer notes.

GEMS/JEWELLRY

Most jewellry consists of items habitually worn by the individual. This may depend on the location of the encounter; few people wear their best jewellry on a camping trip, but may carry loot, trade goods, etc.

TRADE GOODS

The type of trade goods a mercantyler/trader is likely to carry will depend on the size of his party, his culture, and the location of the encounter. A single hunter/trapper may only have a few furs; a large merchant caravan may carry tons of luxury goods. The range of goods possible is endless. For inspiration, roll for each item on the Occupation Generation Table (Character Generation 3) using the appropriate column for the merchant's culture.

ALCHEMIST

Clothing: Robe/hose/etc.	
Armour *	5%:1d3
Silver (pence/drams)	90%:7d6
Gold (ounces/ounce coins)	25%:1d3
Gems/Jewellry *	10%:1d3
Weapons *	10%:1d4
Written Works *	70%:1d4
Potions/Elixirs *	90%:1d8
Esoterica *	30%:1d3

ARCANIST/SCHOLAR/SHEK-PVAR

Clothing Gown/hose/etc.	
Armour *	5%:1d2
Silver (pence/drams)	90%:9d6
Gold (ounces/ounce coins)	25%:1d3
Gems/Jewellry *	10%:1d3
Weapons *	10%:1d4
Written Works *	75%:1d6
Potions/Elixirs *	20%:1d8
Esoterica *	40%:1d3

BANDIT/OUTLAW

Clothing: Tunic/leggings/etc.	
Armour *	65%:1d4.
Silver (pence/drams)	75%:1d6
Gold (ounces/ounce coins)	5%:1d3
Usurers' Notes	2%:1d2
Gems/Jewellry *	15%:1d3
Weapons *	95%:2d2
Written Works *	1%:1d3
Potions/Elixirs *	5%:1d3
Esoterica *	1%:1d2

CLERIC/PRIEST (Adjust per religion)

Clothing: Robe/hose/etc.	
Armour *	10%:1d3
Silver (pence/drams)	90%:6d6
Gold (ounces/ounce coins)	20%:1d3
Gems/Jewellry *	5%:1d3
Weapons *	20%:1d3
Written Works *	40%:1d6
Potions/Elixirs *	30%:1d3
Esoterica *	10%:1d3

HUNTER/WOODSMAN/TRIBESMAN

Clothing: Tunic/leggings/etc.	
Armour *	35%:1d4
Trade Goods (furs/hides/etc)	50% 2d6
Silver (pence/drams)	20%:3d6
Gold (ounces/ounce coins)	2%:1d2
Gems/Jewellry *	1%:1d3
Weapons *	85%:1d4
Written Works *	1%:1d2
Potions/Elixirs *	10%:1d3
Esoterica *	1%:1d2

LIA-KAVAIR (Thief)

Clothing: Tunic/hose/etc.	
Armour *	5%:1d2
Silver (pence/drams)	90%:8d6
Gold (ounces/ounce coins)	10%:1d3
Usurers' Notes	10%:1d3
Gems/Jewellry *	25%:1d6
Weapons *	75%:1d3
Written Works *	5%:1d3
Potions/Elixirs *	5%:1d2
Esoterica *	5%:1d3

MERCHANT/TRADER

Clothing: Gown/tunic/hose/etc.	
Armour *	5%:1d2
Trade Goods	80%:3d6
Silver (pence/drams)	90%:9d6
Gold (ounces/ounce coins)	35%:1d6
Usurers' Notes	90%:1d8
Gems/Jewellry *	35%:1d6
Weapons *	20%:1d2
Written Works *	30%:1d3
Potions/Elixirs *	10%:1d2
Esoterica *	5%:1d2

VAGRANT/BEGGAR/ETC.

Clothing/Armour (GM discretion)	
Silver (pence/drams)	10%:1d8
Gold (ounces/ounce coins)	1%:1d2
Gems/Jewellry *	1%:1d2
Weapons *	2%:1d2
Written Works *	2%:1d2
Potions/Elixirs *	2%:1d2
Esoterica *	1%:1d2

WARRIOR/NOBLE (adjust for wealth)

Clothing: Gown/tunic/hose/etc.	
Steed	85%:1
Armour *	99%:2d6
Silver (pence/drams)	90%:7d6
Gold (ounces/ounce coins)	30%:1d3
Usurers' Notes	10%:1d6
Gems/Jewellry *	15%:1d3
Weapons *	99%:2d3
Written Works *	10%:1d3
Potions/Elixirs *	10%:1d2
Esoterica *	5%:1d3

MISCELLANEOUS ITEMS

Most characters habitually carry the following items about their persons. Use discretion:

Tinderbox/Flint and Steel/etc.
Keys (depends on wealth/etc.)
Credentials (proof of any status)
Knife (tool not weapon)
Professional Tools (as applicable)

Credentials: persons tend to carry proof of status, if they have any. Guildsmen carry documents proving their membership, and so on.

CAMPING/EXPLORING EQUIPMENT

Individuals on an expedition generally have some of the following equipment. Use discretion:

Alcholic Beverages (ale/wine/etc.)
Backpack(s)/Sack(s)/Bag(s)
Blanket/Bedroll (quality varies by status)
Climbing Gear (spikes/grapple/ropes)
Cooking equipment (pots/pans/salt/etc.)
Fishing Gear (hook/line/net)
Hatchet/Woodaxe/Wood Saw
Lantern/Oil/Torches
Provisions (fresh/salted/iron rations/etc.)
Snares/Traps (may depend on provisions type)
Spare Clothes, Sewing/Repair Kit(s)
Staff/Walking Stick (probably selfmade)
Tent/Tarpaulin (usually groups only)
Waterskin/Waterbottle

POTIONS/ELIXIRS

There are infinite possibliities in this category. The same potion may vary in appearance, and potions that appear identical may have vastly different effects. There is not room in this module to detail the rules of alchemy. We also refer you to the Herblore article in the Chybisa Module that deals more specifically with herbs and potions, including the formulas for creation.

The appearance, general function, etc., of a potion/elixer etc. may be randomly determined by means of the following tables. The GM may fill in details as to dosage and specific effect as desired.

APPEARANCE/TEXTURE

01-45	Liquid (watery/oily/etc.)
46-60	Ointment/salve/grease/etc.
61-85	Powder/granules/crystals/etc.
86-90	Fibrous (thready/plant fibres/etc.)
91-00	Resinous (sticky/etc.)

COLOUR

01-25	Colourless	88-89	Red/Pink
26-50	Brown	90-91	Orange
51-55	Black	92-94	Yellow/Golden
56-70	White/Milky	95-96	Green
71-85	Gray	97-98	Blue
86-87	Multi-Coloured	99-00	Violet/Purple

POTENCY

01-10	Useless (powers entirely lost)
11-30	Weak (large dose required)
31-70	Average (typical dose required)
71-90	Strong (small dose required)
91-00	Concentrated (very potent)

GENERAL PURPOSE

01-35	Healing (restorative potion/etc.)
36-60	Poison (designed to kill)
61-70	Disinfectant/etc. (aids healing)
71-75	Drug (hallucinogen/etc.)
76-85	Stimulant (increases metabolic rate)
86-90	Depressant (slows metabolism)
91-95	Holy Water/etc. (varied effects)
96-00	Esoteric Effect (enchanted/strange)

GEMS AND JEWELLRY

The following tables are used to generate items of jewellry and gemstones. Such items may be purchased, "acquired" from individuals encountered, or form part of an abandoned hoard.

The first table is used to determine a specific item of jewellry. The weight of the item may then be generated and its chance of adornment is also given. Note: a dram is one sixteenth of an ounce.

1d100	ITEM	WEIGHT	ADORN
01-05	Raw Gem(s)	(see: Gems)	n/a
06-15	Cut Gem(s)	(see: Gems)	n/a
16-40	Ring	1d6+4 drams	65%
41-55	Amulet/Pendant	3d6+2 drams	50%
56-65	Necklace/Chain	2d6+2 ounces	75%
66-70	Bracelet	1d6+2 ounces	30%
71-80	Broach	2d6+2 drams	65%
81-85	Comb	2d6+4 drams	35%
86-95	Earring(s)	1d4+1 drams	70%
95-99	Anklet	1d6+6 ounces	25%
00	Rare Item (use subtable)		

1d100	RARE ITEM	WEIGHT	ADORN
01-10	Tiara	2d6+2 ounces	80%
11-60	Circlet	1d6+2 ounces	90%
61-75	Sceptre/Wand	8d6+2 ounces	80%
76-85	Orb/etc.	4d6+2 ounces	90%
86-95	Statuette	5d6+2 ounces	10%
96-00	Crown/Coronet	5d6+2 ounces	85%

BASE MATERIALS

Common base materials for items of jewellry may be determined as follows:

1d100	BASE MATERIAL	VALUE
01-05	Bone/Horn	1d/oz
06-10	Pewter	1d/oz
11-15	Brass	1d/oz
16-20	Glass	6d/oz
21-30	Ivory	16d/oz
31-40	Amber	50d/oz
41-75	Silver	60d/oz
75-80	Jade	500d/oz
81-99	Gold	1200d/oz
00	Mythral	7500d/oz

VALUATION OF JEWELLRY

The value given is for finished jewellry which is NOT adorned and is roughly three times the base materials cost. This assumes that the best grade materials have been used and the item has been worked by the average master craftsman (ML75). The value of any piece may be computed by multiplying its weight times the value given, making sure the units of weight (drams/ounces) are the same. Such value is only a guide. Anyone selling an item to a jewelcrafter or mercantyler would be lucky to receive 50% of this amount, and the value of items may vary dramatically according to age, condition, and craftsmanship. Adornments will increase value significantly.

ADORNMENT

If an item of jewellry is generated as having adornment, roll on the table below.

01-70	1d6 Gemstones/etc.
71-75	Inlay/Cameo (gold/ivory/bone/etc.)
76-90	Engraved/Carved (as applicable)
91-00	Multiple Adornments (roll twice more)

GEMS

The value and type of gemstones varies greatly and may either be chosen by the GM or generated with the Gemstone section. The GM must use discretion; few jewelcrafters will adorn pure gold with cheap stones.

INLAY

An inlay may involve the inclusion of a precious or semi-precious material at GM discretion. As a general guide, inlay will increase the value of a piece by 150-500%, depending on the materials.

ENGRAVED/CARVED

Engraving/carving may be considered simply to enhance the value of the item by 120-200%. Note: engraving/carving may be purely decorative (90% chance) or possibly a motto, invocation, etc.

GEMS

The variety of gems found in Lythia number in the hundreds. Only the nineteen most common and/or valuable are listed and described. The GM may choose an appropriate stone, or randomly generate with 1d100.

TRANSPARENCY AND COLOUR

In most cases a stone's appearance should be the only information discernable by PCs. Clear quartz might be described as a "sparkling clear stone", and possibly mistaken for a diamond. To learn more, Jewelcraft Skill is usually necessary, although items such as pearls are readily recognizable.

SIZE

Size is given as a dice roll to determine the number of carats. One ounce is equal to 142 carats. This roll may generate stones of a size that modern Terrans would drool at, but reflects the fact that gemstones tended to be larger in medieval times. The GM may wish to generate even larger stones although we do not recommend this. A 20 carat diamond is worth as much as an average castle. The effects of finding several of these should be obvious.

VALUE

The values given for gems are in pence for CUT stones of average quality, crafted by a jeweller of average skill (ML75). The GM may vary the quality of stones and adjust for craftsmanship as he wishes; stones cut by the Khuzdul tend to be at least twice as valuable. The value of any stone is its size in carats SQUARED times the value given. EXAMPLE: a three carat diamond is worth (3x3) x 800d = 7200d.

RAW GEMS

The valuations and weights given do NOT apply to raw (uncut) stones. These tend to be worth about one fifth (20%) of cut stones and weigh 2-3 times more.

01-10 AGATE SIZE: 3d6 VALUE: 10d

An opaque, multi-coloured gemstone, usually reddish brown with white wavy lines. It is commonly believed to be a charm against evil, and a stone that will seduce the most unwilling of virgins.

11-25 AMBER SIZE: 3d6 VALUE: 2d

A yellow-orange, translucent, fossil tree resin. Many pieces of amber contain the preserved bodies of insects. These are thought to have magical properties. Gem quality amber is expensive compared to bulk amber (16d/oz).

26-35 BLOODSTONE SIZE: 2d6 VALUE: 15d

An opaque, deep-green gemstone with flecks of red. It is said to possess the power to stop bleeding and is known in some regions as the "Healing Stone". It is often carried by physicians and is regarded with awe and respect. Many are inscribed with symbols said to be "miraculous cures" for numerous ailments.

36-45 CARNELIAN SIZE: 2d6 VALUE: 25d

A translucent, reddish-brown gemstone. The Carnelian is considered to be one of the luckiest jewels to wear, a talisman of joy and good fortune.

46-65 JET SIZE: 4d6 VALUE: 1d

A form of coal, velvet-black in colour. Capable of taking a high polish, this stone is believed unlucky, but is still popular due to its low price.

66-70 MOONSTONE SIZE: 2d6 VALUE: 30d

A translucent, semi-precious stone, generally white with a light blue sheen. It is said to be remarkably adept at storing a curse.

71-75 ONYX SIZE: 3d6 VALUE: 20d

A black and white-banded, opaque gemstone. Although strikingly beautiful, the onyx is considered to be a stone of ill-fortune, sadness, and bad dreams. It is associated with the Church of Naveh.

76-77 OPAL SIZE: 3d6 VALUE: 80d

A multi-coloured, translucent gem. Higher quality stones are almost transparent. Colours range from light blue to green to orange.

78-80 PEARL SIZE: 3d6 VALUE: 10d

An abnormal growth found within the shell of oysters. Generally opaque, pearls come in a variety of colours including cream (most common), pink, blue, silver, golden, and black. The last three colours, especially black, are rare and expensive. Pearls are associated with wisdom; a black pearl in a silver ring is worn as a symbol by the pontiff of Save-K'nor. Most pearls originate in the eastern Venarian Sea, Gulf of Mafan, and Melurian Sea.

81-94 QUARTZ SIZE: 3d6 VALUE: 5d

Gem quality quartz is transparent and may be colourless, yellow, brown, blue, black, pink, or green. The rare purple quartz (amethyst), is 10-20 times more valuable.

95-98 SPINEL SIZE: 2d6 VALUE: 40d

Spinels come in a variety of colours. The best of them are often passed off as rubies, sapphires, and emeralds.

99-00 RARE GEM

Roll on table opposite.

01-20 CHRYSOLITE SIZE: 1d6 VALUE: 500d

A transparent, golden gemstone, tinged with the slightest hint of green. Its sparking, golden gleam is often likened to Nolomar (the sun), and is sometimes believed capable of dispelling dark forces. Rich deposits of Chrysolite are said to exist in western Anzeloria.

21-30 DIAMOND SIZE: 1d6 VALUE: 800d

The hardest of gemstones, the diamond is pure carbon and quite rare. Among the Khuzdul, who have developed gemcutting to a high art, the diamond is considered to be the most valuable gemstone, undoubtably due to the brilliance of a well cut stone. Most diamonds come from Jankor in the far east and the heart of the Anzelorian sub-continent although the dwarves seem to have other sources. This transparent gem is mostly colourless, but they are sometimes tinted with various colours, most notably yellow, blue, and green, and these are much prized.

31-45 EMERALD SIZE: 1d6 VALUE: 700d

A transparent gem which comes in various shades of green. They have always been considered a valuable and lucky stone because their colour symbolizes fertility and growth. An emerald of some 30 carats is owned by the Church of Peoni, and is kept at the pontifical seat of Perna in Trierzon.

46-70 GARNET SIZE: 1d6 VALUE: 400d

A transparent, deep red gemstone. It is sometimes regarded as a symbol of the Laranian church. The pontifical crown of the Laranian church is heavily adorned with garnets, and wealthy clerics often wear garnet rings. Garnets are occasionally confused with the far more valuable ruby.

71-75 JANKOREZ SIZE: 1d6 VALUE: 1200d

A transparent corundum gem of deep purple, Jankorez is considered to be the most valuable gemstone. This is partly due to its rarity (the only known deposits are in Jankor in eastern Lythia) and partly due to the reverence given to this colour in many societies. Jankorez is often confused with purple quartz (amethyst); the two stones are similar enough to fool gullible or careless persons.

76-80 RUBY SIZE: 1d6 VALUE: 1000d

Known throughout eastern Lythia as the "King of Stones", the ruby is among the most valuable of gemstones. Either translucent or transparent, they come in various shades of red; transparent stones of deep red with a hint of blue are the most highly prized. Lythians believe that rubies will protect them from a vast array of natural phenomenae and disasters, including thunder, lightning and earthquakes. The highest quality rubies come from Kaneum in southeastern Lythia. Rumour has it that a ruby as big as a man's hand, is owned by the Khan of Kaneum.

81-90 SAPPHIRE SIZE: 1d6 VALUE: 900d

A stone related to the ruby which comes in shades of blue. It is associated with the sky, and astrologers call it the "celestial gem".

91-00 TOPAZ SIZE: 1d6 VALUE: 600d

A valuable, transparent yellow gemstone said to shine more brightly at night by the light of Yael. The topaz is also thought to bequeath beauty and intelligence, but these wax and wane with the phases of Yael.

WRITTEN WORKS

Whenever a written work is discovered, stolen or otherwise obtained, the GM determines the following properties in order:

[1] AGE

The GM may have an idea of the age of a written work already, or use the Age Generation Table (page 1). It is only necessary to know if the work is Ancient, Middle or Modern. Written works earlier than this will either be Sindarin (Pre-Khuzan), or 70% Khuzan and 30% Sindarin during the Codominium. The Earthmasters left no written works although later human works have claimed to contain secrets of the Earthmasters.

[2] MEDIUM

The following table may be used to randomly generate the medium of a written work:

01-05	Wax Tablet & Stylus
06-10	Slate & Chalk
11-35	Parchment & Ink
36-70	Vellum & Ink
71	Paper (papyrus) & Ink
72-73	Fabric & Paint
74-75	Tapestry (fabric & thread)
76-90	Carved Wood/stick(s)
91-98	Carved Stone
99-00	Carved/Engraved Metal

[3] ORIGIN

The region of origin. Works found in Lythia will have originated in one of seventeen regions noted on the opposite page.

01-85	Local Region
86-95	Adjacent Region
96-00	Other

For works found in Harn (Harnic Isles) the adjacent regions are Ivinia, Trierzon and Quarphor/Shorkyne. If the work originated in "other", use discretion.

[4] SCRIPT/LANGUAGE

To determine the script/language of a written work, find the table for the region of origin and the column within for the appropriate age (ancient, middle or modern). In each table, the scripts are given first, and the languages second. For example, in the Azeryan region the Middle scripts are Zerin and Nuvesarl, and the Middle languages are Azeryani, Phari, and Azeri.

Within the appropriate region, the GM may select or randomize the script and language; they are listed in order of prominance. There is a tendency for most languages to be written in particular scripts. Sindarin, for example, almost exclusively (95%) employs Selenian, but all languages within a region/era have been written in all scripts of the same region/era, at least occasionally. For more detail on languages see the LYTHIA module available from Columbia Games.

[5] CONDITION

The condition of a written work will affect the chance of successfully reading it. The roll may be adjusted according to the medium; carved stone deteriorates at a slower rate than parchment, although people have been known to deface anything that remains unguarded long enough. The following table may be used to randomize the condition of a written work, according to its age:

ANCIENT	MIDDLE	MODERN	CONDITION	
01-02	01-10	01-15	Perfect	+10
03-05	11-25	16-35	Good	+5
06-10	26-50	36-70	Fair	+0
11-30	51-75	71-85	Poor	-5
31-95	76-95	86-95	Very Poor	-10
96-00	96-00	96-00	Rigged	-20

The "Condition" column gives the EML modifier when attempting to read the work. If a rigged (booby trapped, encoded, or misleading) work is generated, the GM may make another roll to determine the apparent condition. Hence, a rigged scroll could be in good condition and have a cumulative modifier of -15. GMs may wish to ignore "rig" if the contents of the work are not worth protecting.

[6] CONTENT

Content need be determined only if the work is read. In many cases the work will be illegible or unreadable, and may, in any case, only be read if both the language and script are known.

People record an immense variety of things. A written work can be anything from a treasure map to a shopping list. The following table can generate the contents of a written work.

01-05	Inventory, Census, or list.
06-09	Law/Legislation or Edict/Decree.
10-11	Military Orders/Strategy, etc.
12-14	Usurer's Note (etc.)
15-19	Contract, Transaction Record, etc.
20-24	Spell(s)
25-26	Description(s) of Artifact(s)
27-30	Alchemical Recipe
31-33	Philosophical Treatise
34-40	Theological Treatise/Prayer/Invocation.
41-45	Treatise - Natural Sciences.
46-50	Treatise - Craft/Lore
51-60	Letter (Subject varies)
61-70	Journal/Diary
71-78	Literature - Legend/Folklore/Poetry
79-80	Song/Piece of Music
81-85	Historical text
86-90	Culinary Arts (Cooking)
91-95	Map/Rutter/Navigational Aid
96-00	Picture/Illustration

The GM may fill out desired details. Note that special written works may also be generated under Esoterica.

AZERYAN

Ancient	Middle	Modern
Tianta	Zerin Nuvesarl	Ayaran Lakise
Jarind	Azeryani Phari Azeri	H/Azeryani L/Azeryani

BYRIA/NORTH ANZELORIA

Ancient	Middle	Modern
Neri Kono	Neramic Zerin	Neramic Ayaran
Anzela	Panhaonic	Byrian Tuvarese H/Azeryani Thonian Pechalari

CENTRAL LYTHIA (KETARH)

Ancient	Middle	Modern
None	Sheni	Shenya
Ketar Phari Mafani	Old Ketari Mafaketa	Reksyni Anil Ketari Besha Kyaman Ketari Mafanese

DALKESH

Ancient	Middle	Modern
Neri	Neramic Zerin	Neramic
Anzela	Panhaonic Mafaketa	Dalken Besha Pechalari

DIRAMOA

Ancient	Middle	Modern
Sheni	Sheni	Shenya
Resheni	Argolan Jankori	Diramoan Chomsuni

EAST VENARIAN COAST

Ancient	Middle	Modern
Alanta	Milanta Zerin	Ayaran
Azeri Ketar	Karuia Besha	Urmech Karejian H/Azeryani

GULF OF MAFAN/MOLNASIA

Ancient	Middle	Modern
Kono	Tankono Neramic	Tankono
Mafani Ketar Molkuri	Mafash Panhaonic	Mafanese Shenti Thota Chogori Molnasian Kyaman Besha

HARNIC ISLES

Ancient	Middle	Modern
Selenian Khruni	Khruni Selenian Nuvesarl	Lakise Runic Selenian
Sindarin Khuzan Jarind	Old Jarinese Sindarin Khuzan	Harnic Jarinese Ivinian Khuzan Orbaalese Sindarin

HEPEKERIA

Ancient	Middle	Modern
Tianta	Hekori Zerin	Hekori Ayaran
Hepeka	Old Numec Panhaonic Azeryani	Numer Falani Korlic H/Azeryani L/Azeryani

IVINIA/ALTLAND/HARBAAL

Ancient	Middle	Modern
Selenian Khruni	Khruni	Runic
Jarind Sindarin Khuzan	Old Altish Khuzan	Ivinian Altish Yarili Harbaalese

KAREJIA

Ancient	Middle	Modern
Tianta	Zerin	Ayaran Neramic
Azeri Phari	Karuia Azeryani	Karejian H/Azeryani L/Azeryani Dalken Elbythian Besha

SOUTHEAST LYTHIA (MOLKURA)

Ancient	Middle	Modern
Miluan	Miluan Tankono	Tankono
Molkuri	Molken Homori Lashoi Kanic	Molken Homori Chomsuni Kanic Lashoi Melurian Pechosi

NORTHEAST LYTHIA (JANKOR)

Ancient	Middle	Modern
Soma	Somish Sheni	Perika
Resheni	Mengolan Argolan Jankorian	Jankorian Argolan Mengolan

QUARPHOR/SHOKYNE

Ancient	Middle	Modern
Selenian Khruni	Khruni	Lakise Runic
Jarind	Quar Old Trierzi Shorka	Quarph Shorka Harbaalese

SHOJU

Ancient	Middle	Modern
Soma	Somish	Kalphori
Resheni	Jankorian	Shoji

SOUTHWEST ANZELORIA

Ancient	Middle	Modern
Neri	Neramic	Anneri
Anzela	Old Wernai	Neshai Gelaphic Wernai

TRIERZON

Ancient	Middle	Modern
Selenian Khruni	Khruni Nuvesarl	Lakise Ayaran Runic
Jarind	Quar Old Trierzi Emela	Trierzi Palithanian Emela H/Azeryani

ARMOUR

GM discretion must be the primary consideration for generating armour. The armour/clothing worn may already be known and therefore generation of it can be ignored. If not, armour/clothing should be determined before any fighting occurs. The following table is also used to generate chance found armour, or pieces worn by individuals to supplement normal clothing.

01-45	Headgear (scull/halfhelm/etc.)
46-85	Body Armour (hauberk/habergeon/etc.)
86-95	Leg Armour (leggings/taces/boots/etc.)
96-00	Arm/Hand Armour (vambrace/gloves/etc.)

The material of which a piece is made should be assigned according to the wearer's status. Expensive pieces will only be worn by wealthy characters or those who have robbed them. Within these criteria, the GM may make a 1d100 roll to get an idea of how good/expensive the character's armour is. Good armour may also be adorned. The size and quality of each piece should be determined - see "Weaponcraft".

WEAPONS

Weapons and shields may be generated by means of the following table(s), and by the Weaponcraft and/or Jmorvi Shek-Pvar rules. First determine the class of weapon (shield, knife, etc.), then the specific type (broadsword, falchion, etc.).

ADORNMENT

Weapons may be adorned, given as a chance under "Adorn". Most kinds of adornment increase the weapon's market value, but have no effect on combat effectiveness. Use discretion; swords are unlikely to be painted, but shields may well be. Roll 1d100 below:

01-10	1d6 Gems
11-40	Inlay (gold/silver/ivory/etc)
41-90	Engraved/Carved
91-00	Multiple Adornments (roll again twice)

WEAPON WEIGHT/IMPACT

The weight and impact of bows or any melee weapon of 3lbs or more should be randomly determined by rolling 3d6: (3-7) = Light; (8-13) = Average; (14-18) = Heavy. See: Weapon Data Table (Combat 3).

QUALITY

The quality of a chance found piece of equipment may be randomly determined (as necessary) by rolling 2d6. A result of 6, 7 or 8 indicates an average quality weapon (with the WQ shown on the Weapon Data table). For each point above 8 or below 6, increase or decrease the quality respectively.

> Example: 2d6 are rolled to determine the quality of a broadsword (average WQ=12); the result is 11. Since 11 is 3 points more than 8, the weapon's quality is 15. If a 2 had been rolled, the quality would have been 8.

ENCHANTMENT

Weapons and armour may be enchanted (GM discretion) and they may have some special powers beyond simple enchantment. This would require they possess an EGO. See "Jmorvi Shek-Pvar" for rules on artifact enchantment.

WEAPON GENERATION TABLE

1d100	1d100	ADORN
01-15 Shields	01-10 Buckler	10%
	11-45 Roundshield	6%
	46-75 Knight Shield*	15%
	76-95 Kite Shield *	10%
	96-00 Tower Shield +	5%
16-25 Knives	01-35 Dagger	5%
	36-60 Knife	1%
	61-75 Taburi	1%
	76-88 Keltan	5%
	89-90 Fighting Claw +	1%
	91-00 Longknife +	20%
26-35 Swords	01-25 Shortsword	5%
	26-35 Mankar +	1%
	36-40 Falchion	2%
	41-65 Broadsword *	15%
	66-80 Mang +	1%
	81-85 Estoc	2%
	86-93 Bastard Sword *	10%
	94-00 Battlesword *	15%
36-45 Clubs	01-10 Stick/etc.	1%
	11-30 Club	1%
	31-70 Mace	3%
	71-85 Morningstar	2%
	86-00 Maul	1%
46-55 Axes	01-05 Sickle	3%
	06-10 Shorkana	1%
	11-30 Hatchet	1%
	31-75 Handaxe	2%
	76-85 Warhammer	5%
	86-00 Battleaxe	4%
56-60 Flails	01-02 Nachakas +	1%
	03-15 Whip	2%
	16-25 Grainflail	0%
	26-85 Ball & Chain *	3%
	86-95 Warflail	2%
	96-00 Net +	1%
61-85 Spears	01-15 Javelin	2%
	15-25 Staff/Quarterstaff	3%
	26-90 Spear	1%
	91-95 Trident +	2%
	96-00 Lance *	5%
86-90 Polearms	01-30 Glaive	3%
	31-65 Poleaxe	3%
	66-98 Falcastra	1%
	99-00 Pike +	1%
91-00 Missile	01-40 Shortbow	1%
	41-60 Longbow	2%
	61 Blowgun +	1%
	62-75 Sling	1%
	76-80 Staffsling	2%
	81 Crossbow +	2%
	82-93 Arrows (2d12)	1%
	94 Quarrels (2d12) +	1%
	95 Shuriken (1d6)	1%
	96-00 Sling stones (2d6)	1%

* Normally considered "chivalric" weapons.
+ Normally limited by race/region.

ESOTERICA [1d100]

This category includes sacred/religious, magical, and Earthmaster items. There is no reasonable limit to the variety of such items, so only the more common classes of esoterica have been included.

INVOCATIONS

Many of the artifacts described must be invoked by a particular word or phrase. In a few cases the "key" may be inscribed on the artifact and read by anyone who knows the language and script (determined as a Written Work). More commonly, the key word must be divined by various spells or talents, or failing that by trial and error.

Some artifacts are also limited in who may invoke them, perhaps a member of a specific convocation or adherent of a particular religion. An artifact sacred to a deity, for example, may only be invoked by adherents, and the GM may wish to establish a minimum Piety total for their use. Non-adherants or impious individuals attempting to invoke such artifacts do so at their own risk.

CHARGES

The majority of enchanted artifacts contain a limited number of energy units, or "charges". Each charge is capable of powering one use of the spell embodied in the artifact, when triggered by the invocation. A charged artifact does not usually contain several spells, just one spell which may be used repeatedly until there are no charges remaining.

The energy in most artifacts is dedicated to a particular convocation, although some employ neutral or multi-convocational energy. The convocational energy used by the artifact/spell should in most cases be obvious from the kind of effect(s) involved.

It is possible to develop spell(s) that will recharge an artifact without knowing how to cast the spell in the artifact. No recharging spells are provided for the Shek-Pvar, but may be invented by enterprising sorcerers. The "Store" spell (Shek-Pvar 9) will serve but is not an efficient way to recharge. Holy artifacts may be rechargable through divine intervention.

The number of charges remaining in an artifact is never obvious but may be divined by various means. The notation "Charges" indicates the number of charges remaining in a chance found artifact of the type. The maximum number of charges is normally equal to the maximum possible die roll given for "charges".

The effect(s) of most artifacts may be terminated by a "Dispell" neutral spell, or by divine intervention if appropriate. Some artifacts can be physically broken or destroyed. This prevents further invocation, but does not necessarily terminate effect(s) in progress (GM discretion), and may cause unpleasant (misfire) side effects.

[01-02] ARTIFACT OF POWER

An artifact able to draw and store magical energy. Chance found artifacts will usually be of a particular convocation. Roll 1d8: (1) Lyahvi; (2) Peleahn; (3) Jmorvi; (4) Fyvria; (5) Odivshe; (6) Savorya; (7-8) Neutral. The neutral variety may be used by any sorcerer. If of a particular convocation, the artifact will be of an appropriate form. Wands, rods, staves, tomes, amulets and garments are most common. A 1d100 roll may be made to determine the artifact's EGO/capacity:

(01-40)	Ego of 3d6; capacity Ego x 1
(41-70)	Ego of 3d6; capacity Ego x 2
(71-90)	No Ego; capacity 2d6
(91-00)	No Ego; capacity 4d6

For further details on these artifacts, see "False Soul" (Shek-Pvar 11) and "Artifact of Power" (Shek-Pvar 12).

[03] FOCUS

A spell-focusing artifact. The convocation may be determined as for Artifact of Power, and the form will be appropriate to the result. There is a 50% chance of finding an "open" focus. The value of the focus may be determined by 01-70 (2d6), 71-00 (2d6x2). See "Focus" (Shek-Pvar 11).

[04-05] PERIAPT OF ESSENTIAL WIZARDRY

An amulet, usually in one of 8 forms (roll 1d8): (1) Lyahvi, a red gem in a light copper setting; (2) Peleahn, an orange flame; (3) Jmorvi, a small golden hammer; (4) Fyvria, a small bag of organic material; (5) Odivshe, a small blue bowl; (6) Savorya, a small runestone or purple inkpot; (7) Neutral, a large pearl or spherical piece of colourless, polished quartz. (8) Multi-Convocational, usually looks the same as neutral.

These are non-rechargable stores of energy points (EPs) which may be used by a sorcerer casting a spell instead of acquiring fatigue points; one energy point is equal to one fatigue point. A chance found Periapt will have 1d100 energy points. They may be used to power spells of their own convocation (only); neutral Periapts can drive only neutral spells; Multi-Convocational Periapts can power any spell.

[06-08] ARTIFACT OF NEGATION

A wand, rod, staff, amulet, or other item able, when invoked, to protect against magic/psionics. The effect of one charge is to reduce the EML for a designated attempt by 10. Several charges may be expended simultaneously. (Charges: 3d6)

[09] MANTLE OF NEGATION

Such garments may be robes or cloaks, sometimes hats, and are of varying colour and appearance. Most are effective only against a particular convocation of magic; some work against neutral magic. The effect of such an artifact is to reduce the ML of spells cast against/upon its wearer by 4d6. The protection triggers automatically in most cases. (Charges: 2d6)

[10-12] HOLY ARTIFACT (Type 1)

A staff, rod, robe, etc., sacred to a particular deity or demi-god chosen by the GM. Any call for divine intervention by its wearer/wielder will enjoy a 10% bonus. (Charges: 2d6)

[13-14] HOLY ARTIFACT (Type 2)

Called artifacts of "Omniscient and Holy Potence", these items are Type I holy artifacts which also grant special powers to their wearer(s). The power(s) granted will usually consist of a Ritual Invocation (miracle) determined at GM discretion (see Religion 6). (Charges: 3d6).

[15] AMULETS OF DIVINE VISION

There is a distinct version of such amulets for each god, and several for demons and demigods are also to exist. They are usually eye-shaped and made of precious stones in valuable metal settings. Amulets of Divine Wisdom are, in effect, partially operative "eyes" of their diety. When they are invoked, they call the deity's attention to the situation. The effect of this is amorphous. It will increase the chance of intervention for pious persons, or decrease it for impious ones, in both cases by about 10. These artifacts are often found in the possession of high church officials. If one is abused, it will permanently lose its power and may result in the miscreant suffering divine retribution.

[16-17] BOOTS OF TURENTAN

Also called "Elven" boots, these gray hide boots allow their wearer to move more silently, climb better, and find his way in forest more effectively. The effects are always subtle. They do not protect their wearer from being seen, nor will they suppress the noise of conversation or jangling coins, etc.

[18] CAPE OF THE SHADOW OF TURENTAN

The "Elven Cloak" is light but warm, coloured in forest hues and possessed of a mild enchantment which makes its wearer difficult to see in forested terrain. It does not convey invisibility.

[19] BOOTS OF AMBERTHAN

Also called the Boots of Resilience. When invoked on stone or earth by a single word command (often "Amberthan"), the wearer is rooted to the spot for one minute, but may engage in any activities which do not require him to move his feet. During this period, the wearer recovers fatigue points at ten times his normal rate as if he were resting. (Charges 4d6)

[20] SILKEN BOOTS OF JURAYA

When invoked, these lightweight stocking-boots enable the wearer to walk on any solid surface regardless of its inclination. They inflict 2d6 fatigue points per minute on their wearer. Each charge lasts ten minutes. (Charges: 1d10)

[21] GLOVES OF URENALDA

These translucent gloves are light and almost invisible when worn; they are said to be made of the skin from human hands. When the gloves are worn the wearer's Touch is doubled (in his hands). Prolonged use (over ten minutes or so) reduces natural touch by 1d3 points for a time equivalent to that worn. (Charges: 4d6)

[22] BOOTS OF THE CURSE OF LYAMAN

These ordinary looking but comfortable hide, fur lined boots cause their wearer to find all sorts of unexpected trouble and danger. The effects should be subtle. The wearer of these boots should not become aware of their nature for a long time if possible. Their effect should be to make encounters more frequent and/or more dangerous.

[23] ROBE OF KESADARIN

A full length, rusty-red robe which will (almost) totally protect its wearer from natural cold, and half the harmful effects of unnatural cold. It is also capable of healing one injury point of grievous frost damage per hour by wrapping the victim. Use expends one charge per hour. (Charges 1d100)

[24] TUNIC OF ALMARIUNE

This blue tunic enables its wearer to float on water indefinitely, but will cause Peleahn sorcerers who attempt to use it to sink like a stone. When invoked, it also allows the wearer to swim underwater (holding breath) for Endurance times 30 seconds (normal is Endurance times ten seconds) at the usual triple fatigue rate. (Charges: 4d6)

[25-26] CONES OF ESOTERIC INSIGHT

These conical hats enable wearers to think with more insight. They are used by Shek-Pvar, and others, when undertaking difficult research. Cones usually halve development or learning time or increase TL (by SB) for spell learning. Use of the cone is tiring (10-60 fatigue points). They have been known to cause shock or brain damage when overused. (Charges: 3d6)

[27] VEIL OF NATHATARA

This fine veil enables its wearer to change his facial appearance. The change takes about a minute to effect. Use of the veil is difficult, so novice users must keep changes simple and minor; expertise comes with practice. The effect will terminate one hour after the veil is removed. (Charges: 4d6)

[28] GIRDLE OF HEREDARA

This attractive red silk belt will add 1d6 to its wearer's Comeliness when worn. Should Comeliness rise above 18 it may cause members of the opposite sex (and possibly of one's own sex) to fall helplessly in love (or lust).

[29] COLLAR OF KARTAN

A narrow strip of soft hide, 24 inches long, with a delicate silver clasp. Once the collar is placed, invocation of the key word, usually "Kartana", will cause it to constrict, and "Kartana-dor" to expand. The collar cannot be broken by physical force, but its power may be dispelled (Complexity = 5). The collar will continue to constrict until ordered to expand; it will amputate/cut through any object, and can even be made to disappear completely. It can only expand to its original size. Each constriction or release expends one charge. (Charges: 4d6)

[30] GIRDLE OF INEFFABLE POWER

This heavy (5lb) iron studded belt doubles its wearer's Strength for 1d6 minutes per charge, and increases by 20 the ML of any skill requiring strength for the same period of time. (Charges: 2d6).

[31-32] MORIVIAN SKINS

Shapechanger's skin. Morivian Skins exist for all man-sized (or larger) animals. One minute after engulfing himself in the enchanted skin, the wearer will assume the form and physical powers of the animal involved until the night falls/dawn breaks. That is, the skins of nocturnal creatures work only at night and have no effect in daylight, and vice versa. Repeated use often causes personality changes, and in some cases may even cause the change to be permanent or uncontrollable. (Charges: 4d6)

[33] PEBBLED SHROUD OF HARAVANAL

This curious, pebble covered cloak causes its wearer to assume the form of a large boulder (weighing about the same as the wearer) for about 12 hours. Unless he uses clairvoyance (etc.) the user will be unaware of his surroundings. He will also be unable to move, but may be moved by other means (wheelbarrow, landslide, etc.). Chipping the boulder may destroy the artifact and release the wearer. (Charges: 5d6)

[34-37] FERTILITY AND LOVE CHARMS

These are the two most common types of amulet made. They usually take the form of a small bag of herbs/etc, on a string or cheap chain, and are sold in large numbers to anyone who wants children, or who is suffering from unrequited love. Their effectiveness varies. Few last more than a few months.

[38-39] PERIAPT OF CRIMSON PERCEPTION

This amulet has a transparent ruby in a silver setting. By holding it to the eye and gazing through it, the user is able to perceive magical residues, or the Auras of living things as reddish or multi-coloured glows. Limited additional information may be gained with practice. (Charges: 4d6)

[40-41] THE ARTIFACT OF ANASIRON

An amulet, wand, or garment, of neutral or grey appearance. When invoked by its single word command, the artifact absorbs the energy of spells being cast within a reasonable range. This has no ill effects on the caster, but the absorbed energy may not be used by anyone. Such artifacts have a limited capacity (2d6x10 EPs) and the GM should keep track of the number of Energy/Fatigue points currently absorbed. The artifact harmlessly dissipates absorbed energy at a rate of one EP/FP per hour. If the capacity is exceeded the amulet will melt, explode, misfire, or transfer the excess to its wearer. See "Well of Anasiron" (Shek-Pvar 9).

[42] THE PENDANT OF TELDAIN-ARAN

A small silver octagon with numerous small red gems. Each charge can remove or neutralize a curse. (Charges: 2d6)

[43] PERIAPT OF HESITATION

This is usually in the form of an ugly face carved in wood. When invoked by being strongly presented, it causes most creatures to hesitate for a few seconds. Effects are variable; in a battle, for example, it might cause a character to miss his turn. It might also cause a sorcerer to briefly lose concentration (reducing his ML by 10). It will not work well on the same victim twice. On subsequent uses against the same target, a roll of 3d6 to exceed the target's Will is necessary. (Charges: 4d6)

[44] UNERRING GUIDE OF SKIVAAL

A short amber rod on a silver chain which points to true north when suspended. These have nothing to do with Skivaal, a semi-divine son of Sarajin.

[45-46] SCARAB OF THE INMOST MIND

Usually in the form of a beetle encased in polished amber. When invoked by its wearer, it will detect psionic energy by growing warm. It will reduce by half the ML of any designated psionic talent or Savoryan spell cast against the wearer. Some will invoke automatically, expending two charges. (Charges: 4d6)

[47] RILIAR'S SHELL

Usually a large enchanted seashell. When held to the ear and invoked, the user can hear clearly any conversation or noise in an adjacent room, or within a range of two hundred metres. (Charges: 4d6)

[48-49] PERIAPT OF THE GIFT OF TONGUES

An amulet, usually in the form of a stylized mouth, which enables its wearer to understand and speak any language he hears. The effect will last for up to an hour. It may (GM discretion) allow the wearer to open the language at SB2. (Charges: 5d6)

[50-52] AMULET OF DEFEATING PORTALS

Usually in the form of a small silver or iron key. It can open locks up to its complexity rating (determined by rolling 1d6+3). (Charges: 1d100)

[53] CRYSTAL WAND OF ISALA

A clear/red wand ten inches long. When invoked, it becomes a soft cool light source illuminating a sphere 1d6x10 feet in radius for one hour. (Charges: 4d6)

[54] DHIVU'S ROD

A staff or rod, commonly made of horn, the tip of which will inflict 3d6 injury points of frost damage when invoked and touched to bare flesh. It will not transmit its power through any garment/armour.

[55] ARTIFACT OF THE HEART'S DESIRE

A wand, rod, ring, amulet, or bowl that is able to grant wishes. The wish must be clearly stated. Most wishes take a long time to grant, and it may be impossible to tell if the wish was really granted or the result is sheer chance. Some "wishwands" (40%) have one word invocations. (Charges: 1d3)

[56] STAFF OF DRAINING DOOM

A staff which drains the energy of creatures when touched to flesh and invoked by a one word command. The effect varies a great deal, but generally inflicts 10-60 fatigue points on the victim. (Charges: 2d6)

[57] STAFF OF SEALING

A staff able to jam/lock doors. The effect will generally last one hour and during this time the door will be immune to force or skill to open. The effect may be dispelled (Complexity = 7), or a second charge may be used to unlock the door before the effect terminates. (Charges: 4d6)

[58] WAND OF PAIN AND PLEASURE

A wand, usually with inlaid red gems, which, when invoked, is able to inflict a brief experience of pain or pleasure (wielder's choice) when touched to the flesh. The effects are somewhat variable and are left to GM discretion. (Charges: 4d6)

[59] ARTIFACT OF BANISHMENT

A rod, amulet, staff, etc., designed to banish ethereal creatures. Its effects are variable and dependent on the subject's Will; several charges may, however, be expended at once to increase the chance of success. The rod is invoked by a single word or short phrase. (Charges: 1d20)

[60] YISIR'S HAND

An amulet in the form of a small hand carved from petrified wood. When strongly presented, it has a 80% chance of causing creatures of animal intelligence to depart. (Charges: 6d6)

[61] SERPENT STAFF OF ERDIS

When invoked, this staff becomes a venomous snake which will attack a designated person. It will turn back into a staff by another invocation. If the snake is killed, the artifact is destroyed. (Charges 3d6)

[62] HARABRAKIN'S BOX

A black wooden box, two feet square and one foot deep. Objects placed within will dissolve into liquids of various viscosity in about two days. (Charges: 5d6)

[63-64] DECANTER OF TEARS

A jug, jar, or bowl which, when uncovered, is able to precipitate water from the atmosphere. In a moist environment, the decanter can collect about a cup of fresh water in an hour. (Charges: 4d6)

[65] DECANTERS OF MARVELOUS ELIXIR

A bowl, jug, etc., able to produce desired or specific liquids, etc. The chance of producing the desired substance (even when the key phrase is known) is equal to Aura x 5. MF produces a random potion whose properties (except colour) are unknown. CF causes the item to produce nothing. (Charges: 2d6)

[66] BARSOL'S BOWL

A bowl made of opaque glass. Liquids placed within will boil and evaporate at a rate of 1 gallon per hour. There will be no residue left in the bowl. The bowl uses 1 charge per hour. (Charges: 1d100)

[67] GOLDEN BOWL OF WANDERING SOULS

A large yellow or golden bowl. When it is filled with clear, fresh water, one who gazes within may see clairvoyant or prescient visions (chance = Aura x 5). In addition, the user may (same chance) project his astral form (see Disembodiment, Skills page 16). This consumes 1d3 charges. (Charges: 4d6)

[68] CHANDELA'S BOWL

A 12 inch bowl of beaten copper. When incense or powder is burned within the bowl and it is properly invoked (repeating cant), a "smoke elemental" will form from the fumes. The user (only) may command the smoke creature (roll against user Will x 5) to perform a simple task. (Charges: 1d10)

[69] VIOLET BOWL OF SHALGORAM

When filled with seawater and successfully invoked (Aura x 5) this translucent purple bowl will divine for the user exactly where he is in relation to any specific object which the user has previously seen and touched. The bowl will not respond to general requests such as "where is the nearest pile of gold?". (Charges: 1d100)

[70] HORN OF KERGIS

A horn which, when blown, will instill one's enemies with fear (morale check: Will x 3) and cause one's friends to ignore morale checks. Effect diminishes over 200 yards. (Charges: 2d6)

[71-72] ENCHANTED INSTRUMENTS

Various musical devices, harps, lyres, flutes, etc., which increase the artistry of their player(s). Double Musician EML when used.

[73-74] CONTAINERS OF DEMON ESSENCE

Various containers, usually inscribed with pentagrams, which contain (20%) or are capable of containing (indefinitely) the "souls" of demons, ethereals, etc. Such containers will normally be sealed, even if they do not contain a soul. The effects of opening an occupied container will depend upon the nature of the inhabitant and GM discretion.

[75] ARROW OF PONULANA

An enchanted silver arrowhead which never misses its target if within longbow range. Other enchanted missiles exist by different names. (Charges: 2d6)

[76] ORBS OF SLISANA

Three inch spheres of metallic lustre. When impacting on a solid surface the orb explodes. Contents vary: (01-20) 3d6 fireball; (21-40) knockout gas; (41-50) poisonous gas; (51-60) acid; (61-80) oil; (81-00) other or empty. These are not necessarily enchanted. They are often used by the Lia-Kavair or priests of Naveh, especially in eastern Lythia. (Charges: 1 use)

[77-78] CORDS OF QUERELIA-SIM

Silken ropes which will knot or unknot themselves when invoked. They come in various lengths. Cutting one will dispell its power. (Charges: 3d6)

[79-80] DIVINING AIDS

Mildly enchanted throw-sticks, crystal balls, or amulets which function as aids to divination, temporarily increasing EMLs for Prescience and Psychometry (etc.) by 3d6 points. (Charges 2d6)

[81-82] RUNESTONES

A complete or partial collection of small runestones. A typical full set contains 25 stones. Abandoned sets may not be complete (roll 4d6 for number). They may be used to increase ML when using any divination talent or spell calling for concentration. For each stone possessed, increase ML by 1.

[83-84] TAROT CARDS

Divining cards. A full set of traditional tarot contains 78 hand made, full colour cards and may (at GM discretion) be used as a (+20) divining aid. Enchanted tarot cards will only work if they are received as a gift. They must be kept in a soft leather bag, placed within a wooden box, or their power will fade.

[85] HOLY TOMES

Sacred books which (if they can be read) will give knowledge of church ritual, reflected by increasing Ritual Skill by 1d6 points to a maximum of 100+SB. Each holy tome may only be read once by the same person. The deity is randomly determined; only adherents may employ/benefit from a Holy Tome. A person whose morality is inappropriate to the diety involved (See Character 8) may sustain a curse simply by opening the cover. (Charges: 1d3)

[86] TOMES OF ESOTERIC MYSTERY

Enchanted books which provide knowledge in all spells/skills related to their subject. Subject may be determined as follows: (1) Lyahvi; (2) Peleahn; (3) Jmorvi; (4) Fyvria; (5) Odivshe; (6) Savorya; (7) Neutral magic; (8) Alchemy; (9-10) Other (GM discretion). Persons who read the tome and already possess skills/spells within the subject, may increase their ML by 2d6 points (divided among the appropriate skills/spells) to a maximum of 100+SB. Readers may also be able, (at GM discretion) to open new skills/spells. A tome may be read only once by each person. A person of the tome's diametric convocation who tries to read must make a e4 shock roll, and the tome will dissolve. (Charges: 1d3)

[87] TOME OF THE BLESSING OF AMAERL

An enchanted treatise on medicine. A reader with open Physician Skill may increase his ML by 1d6 to a maximum of 100+SB. A reader who does not have Physician skill, may open it at SB2. The tome may be employed only once per character. (Charges: 1d3)

[88] TOMES OF VALOR

Enchanted treatises on various combat skills. The subject of each book is at GM discretion, but generally only one weapon or type of weapon will be covered. There is a tendency for these works to cover "chivalric" weapons, ie. there are more books on swords than on grain flails. Any character who has the applicable combat skill open may increase his ML by 1d6 to a maximum of 100+SB. A reader who does not have the appropriate skill may open it at OML+SB. The tome may be used ONCE per character. (Charges: 1d3)

[89-90] SCROLLS OF SORCERY

These are scrolls, each of which contains a specially prepared, randomly generated spell. When the scroll is invoked, the spell will execute, but the scroll then dissolves. No skill is required to use such scrolls, just knowledge of the proper invocation.

[91] THE ACCURSED PENULTIMATE TOME

An enchanted book which has the power to fascinate. Anyone who begins to read it will perceive its subject to be of great usefulness; a Shek-Pvar might think it is a Tome of Esoteric Mystery of his convocation, for example. The GM can invent an appropriate lie. If the character expresses a desire to stop reading in the first minute, he must roll against 5 x Will to do so, after two minutes against 4 x Will, and so on, until he is unable to put it down of his own volition, and will continue reading until he starves to death or dies of thirst. A character who is forcibly separated from the book must make an e4 shock roll. The tome's magic may be dispelled, but not by the reader. (Complexity = 8). (Charges: 1d6)

[92-00] UNIQUE ITEM OF ESOTERICA

The GM may design an artifact or re-roll.

EARTHMASTER ARTIFACTS [1d100]

The following table is used for the generation of Earthmaster Artifacts. GMs should roll on the Earthmaster Artifacts table if the age of the item is appropriate (See Treasure page 1). Note that the Earthmasters left no written works.

Earthmaster artifacts are not rechargable by Shek-Pvar except for a few very acomplished gray sorcerers. Powered by the most fundamental sources, these are the greatest artifacts, but because of their great age, they are particularly subject to malfunction and unpredictability.

INVOCATION

Earthmaster artifacts are all invoked by Aura, but physical contact is almost always necessary. The normal process is to roll percentile dice against some multiple of Aura (usually 5). Interpretation of success levels is left mostly to GM discretion, but any failure inflicts 2d6 fatigue points and CF also causes an e3 Shock Roll.

[01-10] RINGS OF MYSTIC WONDER

Such a ring is usually a purple gem in a simple setting. Its effect is to give its wearer a randomly generated psionic talent, whose ML is wearer's Aura x 5, for as long as it is worn. There is a a chance (Aura x 1%) that the ring may grant the talent permanently (open at SB1). Note that a given ring always grants the same psionic talent, ie. once it is determined that the ring grants Healing, it will always grant Healing.

[11-13] BAGS/BOXES OF INDETHAN

Usually in the form of a pair of matched black bags or boxes. When an item is placed in one of the bags, and the bag is successfully invoked, the item appears in the other bag. (CS) item teleports instantly; (MS) item appears in 1d20 hours; (MF) item appears in 1d30 days; (CF) item lost. The teleportation will occur over any distance, even between worlds, although the time to teleport may be more for longer trips. The capacity of such boxes/bags seems to be unlimited. It is rare for both bags/boxes to be found in the same location, and if one of the pair has been destroyed the item will disappear. (Charges: 1d100)

[14-16] WARD OF SHONJOR-KALIM

A short rod which, when invoked, may not be approached by any creature with an Aura except the invoker. The closest approach possible is 25-Will feet. The effect will continue (using one charge per day) until stopped by the invoker's touch. (Charges: 1d100)

[17-18] FORTRESS-BOX OF ALAKATH

Normally in the form of a 15 inch white cube, weighing 20 lbs plus the weight of any contents. When invoked, the box can be unfolded into a 15 foot cube into which may be placed any object/person. The box may be refolded by the invoker with persons/objects inside, and will maintain them free of erosion, aging, and harm, indefinately. A charge is expended to fold or unfold. (Charges: 2d6)

[19-20] BOX/BAG OF KARADH

Such artifacts come in various forms/sizes (volume = 1d3 litres). They have the power to transmute matter into other materials. CS invocation enables some control of the outcome. (Charges: 2d6)

[21-23] MIRROR OF SOUL STEALING

Usually takes the form of a multi-faceted translucent cut gem. When invoked against a living creature, the prism attempts to draw the victim within itself. The victim may roll against Will x 5 to avoid entrapment. Once within, captives are kept in separate facets. The capacity of the Prism may be randomly generated with 2d6. (Charges: 5d6)

[24-30] SLI-HORDRH

Usually in the form of a six inch tetrahedron of clear crystal. If successfully invoked, the user is able to establish telepathic contact with persons/creatures at any distance. With CS, it is possible to view well-known locations (clairvoyance). (Charges: 1d100)

[31-33] N'GARITH

A bowl of pure white jade. When the N'garith is filled with water it becomes capable of curing a phobia or mental illness. On the other hand, a user with no phobia will acquire one (use Psyche table, Character Generation page 8). Users may also experience other-worldly visions. (Charges: 1d100)

[34-40] L'KIRL-WYSAN

A slim, silver, metallic egg about 5 inches long. When invoked, it may be given a message, telepathically, which it will go to extraordinary pains to deliver, teleporting between worlds if necessary to seek out the intended recipient. The time it takes will depend on the success achieved with invocation. When the recipient is found, it will hover near him until he invokes the message, which it will telepathically transmit and then fall dormant. (Charges: 1d100)

[41-42] PUTRID BOWL OF ERAG-KANAU

A four inch bowl of unknown material. When invoked, any organic material placed within will, within 4-24 minutes, convert into one of the fungi/slimes given on encounter subtable 14. What use the Earthmasters had for such things is a mystery. (Charges: 1d20)

[43-45] SHADOW BAG OF ILTAIN-SHERAL

A strange and powerful artifact, usually in the form of a large black sack, which, when opened, releases a spatio-temporal discontinuity (or nexus) which distorts magic, psionics, and even thought, and has been known to throw people between worlds. The nexus is a kind of psionic storm which will remain in place until invoked back into the bag. The effects are always random, often frightening, and uncontrollable by anyone with an Aura of less than 20 or a Will under 17. Itain-Sherals are sometimes called "raw essence of godstone".

[46-54] IDJAR'S EYE

Usually a large piece of moonstone in a silver setting. (These amulets actually have nothing to do with Idjar, a semi-divine son of the god Sarajin.) By looking through the pendant at a Godstone (or other interworld portal), the user can see a view of the destination, but the Eyes are only about 90% accurate.

[55-59] GREEN EYE OF TUREMBOR

Usually transparent green stones in open, silver settings. When held to the eye, they give their user a clear (although sometimes green) magnified view of any object in line of sight. (Charges: 1d100)

[60-61] HOODED ROBE OF NONBEING

This rare and powerful mantle is usually large, light, and shroud-like. About 30 seconds after enshrouding himself, the wearer will become invisible and non-corporeal for ten minutes per charge expended. (Charges: 2d6)

[62-66] ROD OF SCINTILLATING DOOM

A metallic staff about 30 inches long. When invoked, the rod will launch a pencil thin beam of burning coherent light, in a perfectly straight line, up to a distance of 200 metres. The beam will burn through two feet of wood, a foot of stone, or six inches of metal in ten seconds (one charge), but it will not fire against intelligent creatures, unless the invoker achieves CS. (Charges: 5d6)

[67-70] JEWELLED ROD OF AWE

A metallic rod adorned with clear gems. When held aloft and invoked, such rods cause everyone (except the user) within about 50 feet to roll 1d100 against 3 x Will. With CF on this roll, the victim makes an e4 shock roll; with MF an e2 shock roll, with MS an e1 shock roll; with CS he is unaffected. (Charges: 2d6)

[71-73] EYES OF XARAL-AKYR

A four inch long crystal egg. It vibrates in the presence of telepathic sendings, and when invoked will enable the holder to receive them. (Charges: 1d100)

[74-76] AMULET OF THE BLESSING

A small gray hexagon of metallic lustre. This amulet need not be invoked. It automatically increases its wearer's Aura by 1d6 points for as long as he wears it. When it is removed, the wearer's Aura will be reduced by 1d6 for a similar period. (Charges: 3d6)

[77-83] MANTLE OF EVERLASTING BALM

A large, thin, snow white blanket which is tacky to the touch on the inside, and weighs about ten pounds. When wrapped securely around a (single) patient it automatically invokes, and will heal any/all physical ailments. One charge is expended for each Injury Point. An amputated arm will be completely regenerated and fully healed at a cost of 50 charges, and a leg for 100. Any infection will be defeated at a cost of 20 charges. When all healing is complete, the mantle will restore life to a dead patient (25 charges + number of days dead). This form of revivification does not restore the (ethereal) spirit which must be willing to return. (See: Skills 18.) The patient remains comatose for ten minutes times the number of charges expended. (Charges: 1d1000)

[84] DREAMSTONE OF RELGARIA

A translucent, multi-coloured crystal, generally two feet across and weighing 400-2400 pounds. If within 100 feet of the stone, the ML of all open psionic talents will (temporarily) double. When any creature with Aura touches the stone it enters a state of dreaming suspension. In this state it will remain in stasis indefinitely, immune to harm until released; the captive may release himself by invoking the Dreamstone. Touching an immobilized creature will entrap the toucher. Anyone who has had contact with the stone for at least 24 hours may, when released, increase his ML in one open psionic talent (GM discretion) by 1d6 to a maximum of 100xSB. Dreamstones are prone to malfunction, and sometimes have alarming side effects such as temporary or permanent psionic "blindness", or madness. Even when functioning properly they are powerful psionic artifacts which will inflict discomfort (Aura x 1 fatigue point per minute) to anyone within range (but not attached) to the stone.

[85-90] ANDARIN-WYSAN

A small, gray, translucent egg. An Andarin-Wysan is able to fully recharge other Earthmaster artifacts by expending one of its own charges. If an artifact is non-functional, it will attempt repair (even to Godstones). This expends three extra charges and is successful only 50% of the time. The artifact cannot itself be recharged. (Charges: 1d100).

[91-00] UNIQUE EARTHMASTER ARTIFACT

The GM has the option to design a unique Earthmaster artifact or re-roll.

HARNMASTER™

At last — a sophisticated and common-sense set of rules for fantasy role playing. Finally — a rule system as good as the world of Harn.

Harnmaster is the result of years of testing, development, and campaigning on the World of Harn. This fantasy world is quite simply the most logical, detailed, and consistent product of its kind. ***Harnmaster*** reflects this quality. Although the rules are designed for Harn, they can be used in most fantasy environments.

Of course many other systems have made similar claims, so you have every right to be skeptical. We also realize that adopting any new FRP system is a big commitment in your time and money. But if you are seeking rules that make sense, rules that operate on elegant and logical principles, rules that do not insult your intelligence, give ***Harnmaster*** a try. You will not be disappointed. The major features of the system are described below.

CHARACTER GENERATION

FRP characters, like real people, do not spring into the world as adults with a few basic attributes. They mature in particular environments, acquire personal histories, and have distinct personalities. The character generation system pays lavish attention to such details. Thirty two (32) character attributes are covered.

SKILLS

Harnmaster is a skill based system. More than 120 skills are used. Some skills are universal, some depend on social background, some are common, and some are rare. Skills are derived from character attributes to reflect natural ability. There are no character classes or other arbitrary limits on the skills characters may possess. The system opens up new dimensions in role playing; characters may practice occupations such as Herald, Mercantyler, Pilot, and Weaponcrafter.

COMBAT

The ***Harnmaster*** combat system is dependant on weapon skills and battle experience, and provides players with many tactical options to control their combat destiny. Best of all, after two or three uses, players will find that the system runs quickly and smoothly, without burdensome paperwork.

Harnmaster does not use "Hit Points". It generates graphic injuries such as bruises, fractures, and crushes to specific body locations. Injuries are rated to determine their effect on physical activity, and the amount of time they will take to heal. ***Harnmaster's*** recovery system is realistic and deals with bloodloss, shock and infection.

RELIGION

The religious system operates on the Harnic pantheon of ten major deities. Rules for becoming a priest are given, and the system also covers the accumulation of piety for lay adherents and divine miracles.

MAGIC

The six convocations of the Shek-Pvar are described. The rules explain how a character may apprentice in one of these brotherhoods of the "Guild of Arcane Lore" and, with talent and luck, become a powerful sorcerer. A selection of spells is given, but the system encourages sorcerers to develop their own enchantments.

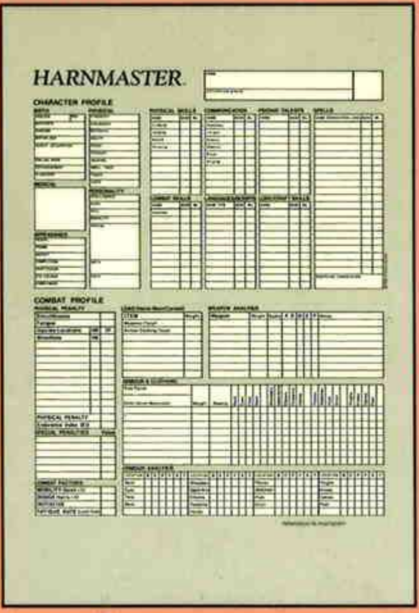
BESTIARY

The bestiary deals primarily with creatures that are unique to Harn, such as the Gargun, Ilme and Ivashu. Statistics for bears, wolves and the like are also given.

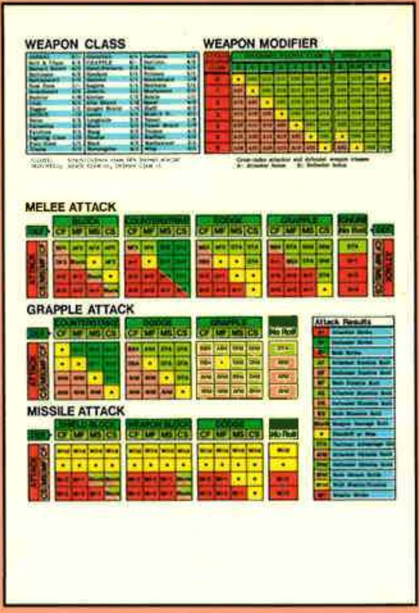
TREASURE

A detailed treasure generation system lists a profusion of enchanted artifacts along with more mundane items such as jewellry, written works, weapons and armour, etc.

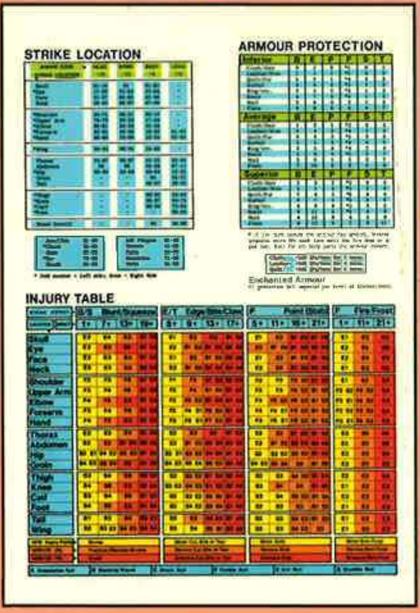
CHARACTER PROFILE



COMBAT TABLE



COMBAT TABLE



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WEAPON CLASS

ANIMAL	0/-	Grainflail	4/1	Nachakas	3/2
Ball & Chain	4/2	GRAPPLE	0/-	Net/etc.	4/0
Bastard Sword	4/2	Hand/Forearm	0/3	Pike	5/1
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Battlesword	5/2	Hatchet	1/1	Roundshield	1/R
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Buckler	1/B	Keltan	1/2	Sickle	1/1
Club	3/1	Kite Shield	1/K	Spear	4/2
Dagger	1/1	Knight Shield	1/H	Staff	4/3
DODGE	-/3	Lance	5/1	Stick/2 ft.	2/1
Estoc	3/2	Longknife	2/2	Taburi	1/0
Falcastra	4/1	Mace	3/1	Tower Shield	1/T
Falchion	3/1	Mang	3/2	Trident	4/3
Fighting Claw	1/2	Mankar	2/1	Warflail	5/2
Foot/Knee	1/1	Maul	4/1	Warhammer	3/1
Glaive	5/2	Morningstar	4/1	Whip	5/1

CLOSE: Attack/Defence class 50% (except shields)
MOUNTED: Attack Class +1, Defence Class -1

WEAPON MODIFIER

ATTACK WEAPON CLASS	DEFENDING WEAPON CLASS							SHIELD CLASS			
	0	1	2	3	4	5	6	B	R/H	K	T
0	•	D05	D10	D15	D20	D25	D30	D15	D10	D05	•
1	A05	•	D05	D10	D15	D20	D25	D20	D15	D10	D05
2	A10	A05	•	D05	D10	D15	D20	D15	D20	D15	D10
3	A15	A10	A05	•	D05	D10	D15	D10	D15	D20	D15
4	A20	A15	A10	A05	•	D05	D10	D05	D10	D15	D20
5	A25	A20	A15	A10	A05	•	D05	•	D05	D10	D15
6	A30	A25	A20	A15	A10	A05	•	A05	•	D05	D10

Cross-index attacker and defender weapon classes
A: Attacker bonus D: Defender bonus

MELEE ATTACK

	BLOCK				COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE
ATTACK / DEF.	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	BF4	AF3	AF4	AF5	BF3	AF4	D*2	D*3	BS3	AF3	DTA	DTA	BS4	DTA	DHd	DHd	DTA
MF	DF3	Block	•	AF3	A*1	•	D*1	D*2	DS3	•	•	DTA	A*1	BS3	DTA	DHd	A*1
MS	A*2	A*1	Block	•	A*3	A*2	B*1	D*1	A*2	A*1	•	•	A*2	A*2	A*1	DTA	A*3
CS	A*3	A*2	A*1	Block	A*4	A*3	A*1	B*1	A*3	A*2	A*1	•	A*3	A*2	A*1	•	A*4

GRAPPLE ATTACK

	COUNTERSTRIKE				DODGE				GRAPPLE				IGNORE
ATTACK / DEF.	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	•	D*1	D*2	D*3	BS4	AS4	DTA	DTA	BS4	AS4	DHd	DHd	DTA
MF	•	•	D*1	D*2	DS4	•	DTA	DTA	DS4	•	DHd	DHd	AHd
MS	AHd	AHd	•	D*1	AHd	AHd	•	DTA	AHd	AHd	BHd	DHd	AHd
CS	AHd	AHd	AHd	•	AHd	AHd	AHd	•	AHd	AHd	AHd	BHd	AHd

MISSILE ATTACK

	SHIELD BLOCK				WEAPON BLOCK				DODGE				IGNORE
ATTACK / DEF.	CF	MF	MS	CS	CF	MF	MS	CS	CF	MF	MS	CS	No Roll
CF	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild	Wild
MF	•	•	•	•	•	•	•	•	•	•	•	•	•
MS	M*2	M*1	Block	Block	M*2	M*2	M*1	Block	M*2	M*1	•	•	M*2
CS	M*3	M*2	M*1	Block	M*3	M*2	M*1	Block	M*3	M*2	M*1	•	M*3

Attack Results

A*	Attacker Strike
D*	Defender Strike
B*	Both Strike
AF	Attacker Fumble Roll
DF	Defender Fumble Roll
BF	Both Fumble Roll
AS	Attacker Stumble Roll
DS	Defender Stumble Roll
BS	Both Stumble Roll
Block	Weapon Damage Roll
•	Standoff or Miss
DTA	Tactical Advantage (D)
AHd	Attacker Obtains Hold
DHd	Defender Obtains Hold
BHd	Both Obtain Holds
Wild	Wild Missile/Fumble
M*	Missile Strike

STRIKE LOCATION

AIMING ZONE ▶	HEAD	ARMS	BODY	LEGS
STRIKE LOCATION ▼	-10	-15	+0	-10
Skull	01-16	01	01-02	-
*Eye	17-20	02-03	03-04	-
Face	21-27	04-05	05-06	-
Neck	28-43	06-07	07-08	-
*Shoulder	44-75	08-21	09-16	-
*Upper Arm	76-79	22-33	17-24	-
*Elbow	80-81	34-39	25-28	-
*Forearm	82-85	40-69	29-32	01-02
*Hand	86-89	70-89	33-34	03-04
*Wing	90-94	90-95	35-40	-
Thorax	95-97	96-97	41-55	05-06
Abdomen	98	98	56-68	07-11
*Hip	99-00	99-00	69-84	12-25
Groin	-	-	85	26-27
Tail	-	-	86-87	28-33
*Thigh	-	-	88-95	34-63
*Knee	-	-	96-97	64-75
*Calf	-	-	98-99	76-89
*Foot	-	-	-	90-95
Steed (reroll)	-	-	00	96-00

Jaw/Chin	01-20
*Cheek	21-66
Nose	67-78
*Ear	79-90
Mouth	91-00

1d4 Fingers	01-40
Thumb	41-55
Palm	56-70
Knuckles	71-90
Wrist	91-00

* Odd number = Left side; Even = Right Side

ARMOUR PROTECTION

Inferior	B	E	P	F	S	T
Cloth/Hair	0	1	0	*1	0	1
Leather/Hide	1	3	1	*3	0	2
Quilt/Fur	5	2	1	*4	2	3
Kurbul	4	4	2	*3	3	3
Ring/etc.	2	4	2	*3	1	3
Scale	4	7	3	*4	2	5
Mail	2	6	3	2	1	5
Plate	6	8	6	5	4	7

Average	B	E	P	F	S	T
Cloth/Hair	1	2	1	*2	0	2
Leather/Hide	2	4	3	*4	1	3
Quilt/Fur	6	3	2	*5	3	3
Kurbul	5	5	4	*4	4	5
Ring/etc.	3	5	3	*4	2	4
Scale	5	9	4	*5	3	7
Mail	3	8	5	3	2	7
Plate	7	10	8	6	6	9

Superior	B	E	P	F	S	T
Cloth/Hair	2	3	2	*3	0	3
Leather/Hide	3	5	4	*5	2	4
Quilt/Fur	7	4	3	*6	4	4
Kurbul	6	7	5	*5	6	6
Ring/etc.	4	6	4	*5	3	5
Scale	6	11	5	*6	4	8
Mail	4	10	8	4	3	9
Plate	8	12	9	7	8	11

* If 16+ burn occurs the armour has ignited. Wearer acquires extra IPs each turn until the fire dies or is put out. Roll for all body parts the armour covers.

Cloth:	+1d6 IPs/turn	for 2 turns.
Leather:	+2d6 IPs/turn	for 4 turns.
Quilt:	+3d6 IPs/turn	for 6 turns.

Enchanted Armour

+1 protection (all aspects) per level of Enchantment.

INJURY TABLE

STRIKE ASPECT ▶	B/S Blunt/Squeeze				E/T Edge/Bite/Claw				P Point (Stab)				F Fire/Frost		
LOCATION ▼ / IMPACT ▶	1+	7+	13+	19+	5+	9+	13+	17+	5+	11+	16+	21+	1+	11+	21+
Skull	E3	E4	K3	B1 K5	E1	E3	K3	B1 K4	E1	E3	B1 K3	B1 K4	E1	E3	K3
Eye	E2	E3	E5	B1 K4	E2	B1 E3	B1 E4	B2 K5	E3	B1 E4	B1 K4	B2 K5	E2	E4	E6
Face	E2	E3	E4	B1 K4	E1	E2	B1 E3	B2 K4	E1	E3	B1 E5	B1 K4	E2	E4	E5
Neck	E2	E3	K3	B2 K4	E2	B1 E3	B2 K4	B4 A4	E2	E4	B1 K3	B3 K4	E1	E3	K3
Shoulder	F2	F3	F5	B1 E4	F1	F3	B1 E3	B2 K3	F2	F3	F5 E2	B1 E3	E1	E2	E3
Upper Arm	F3	F4	F6	B1 E3	F2	F4	B1 E4	B1 A5	F2	F3	F4 E2	B1 E3	F2 E2	F3 E3	E4
Elbow	F4	F5	E3	B1 E4	F3	F5 E2	B1 E4	B1 A5	F3	F5 E2	F6 E3	B1 E3	F3 E1	F4 E2	E3
Forearm	F3	F4	F6	B1 E3	F2	F4 E1	F6 E3	B1 A5	F2	F4 E1	F5 E2	B1 E3	F2 E2	F3 E3	E4
Hand	F4	F5	E3	B1 E3	F3	F5 E1	F7 E3	B1 A6	F3	F5 E1	F6 E2	B1 E3	F3 E1	F4 E2	E3
Thorax	E2	E3	E4	B1 K4	E2	E3	E4	B1 K3	E2	E3	B1 K3	B1 K4	E3	E4	K4
Abdomen	E2	E3	B1 E4	B2 K3	E2	B1 E3	B2 E4	B3 E5	E2	B1 E3	B2 E5	B3 K3	E3	E4	E6
Hip	S3 E1	S4 E2	S5 E3	B1 E4	S2 E1	S3 E2	S4 E4	B1 E5	S2	S3 E2	S3 E3	B1 E4	E2	E3	E4
Groin	S4 E3	S5 E4	E5	B1 E6	S4 E3	S5 E4	S6 E5	B2 A5	S4 E3	S5 E4	E5	B1 E6	E3	E4	E5
Thigh	S3	S4	S6	B2 E3	S2	S3 E2	B1 E4	B2 A4	S2	S3	S4 E3	B1 E4	E2	E3	E4
Knee	S4	S6	E3	B2 E4	S3 E2	S4 E3	B1 E5	B2 A5	S3	S4	E4	B1 E4	E1	E2	E3
Calf	S3	S4	S6	B1 E3	S2	S3 E2	S5 E4	B1 A5	S3	S4	S5 E3	B1 E4	E2	E3	E4
Foot	S4	S5	E3	B1 E4	S2	S4 E2	S5 E4	B1 A5	S2	S3	E3	B1 E3	E1	E2	E3
Tail	S1	S2	S4	S5 E3	S2	S3	S4 A3	B1 A5	S2	S3	S4 E2	B1 E3	E1	E2	E3
Wing	S2	S3 E2	S4 E3	S5 E4	S3	S4	S5 B1	B2 A5	S2	S3	S4 E2	E3	E1	E2	E3

	B/S	E/T	P	F
1d10 Injury Points ▶	Bruise	Minor Cut, Bite or Tear	Minor Stab	Minor Burn/Frost
1d10+10 IPs ▶	Fracture/Serious Bruise	Serious Cut, Bite or Tear	Serious Stab	Serious Burn/Frost
1d10+20 IPs ▶	Crush	Grievous Cut, Bite or Tear	Grievous Stab	Grievous Burn/Frost

A Amputation Roll	B Bleeding Wound	E Shock Roll	F Fumble Roll	K Kill Roll	S Stumble Roll